

DEFENDER CHALLENGE 2004



RULES BROCHURE 2 AUG 04

**HQ AIR FORCE SECURITY FORCES CENTER
LACKLAND AFB, TEXAS**

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Chapter 1

INTRODUCTION

1-1. Purpose of the Brochure. To provide information regarding the conduct, evaluations and scoring of Defender Challenge 2004 events and list suspense requirements.

1-2. Competition Location and Dates. Lackland AFB, Texas, Median Base, Texas and Camp Bullis, Texas. Dates are 22 Oct 2004 through 28 Oct 2004, with the 21st and 29th being travel days. Host: HQ Air Force Security Forces Center (AFSFC).

1-3. Team Arrival Times and Competitors Welcome Briefing. Teams should arrive between 0800-1800, 21 Oct 04. HQ AFSFC will make every effort to ensure teams are met at the airport. Refer to Chapter 7, Logistics, for additional reporting instructions.

a. All weapons will be stored in the Inter-American Air Forces Academy (IAFFA) armory at Camp Bullis (building 5160). Teams must go to Camp Bullis to store their weapons in the armory before going anywhere else. Each team will transport their weapons from the point of arrival to the IAFFA armory. Teams should provide armed escort for their weapons while in transit, IAW AFI 31-101. Weapons and ammunition used to guard team weapons must also be stored in the armory. Refer to Chapter 7, Logistics, for specific weapons instructions.

b. The welcome/safety briefing is mandatory for **ALL TEAM MEMBERS** and will take place at 0900, 22 Oct 04, Bob Hope Theater, Lackland AFB. Immediately following the welcome briefing, the initial Team Captain's Meeting will be held, which includes a windshield orientation of the competition event sites. The welcome/safety briefing will take approximately two hours and the Team Captain's meeting should not take more than one hour.

1-4. Team Preparation/Training. MAJCOM team training may not exceed 21 training days. A team that trains in excess of 21 days will be disqualified from all events. MAJCOMs determine training start date. Non-USAF teams (RAF-R & DOE) are permitted an additional five days for familiarization with USAF weapons systems. This five-day period is for weapons firing/familiarization ONLY.

1-5. Overview of the Events. This year's competition has again been scaled back due to operations tempo in the Security Forces career field. The competition has four events, Sadler Cup, Combat Weapons, Physical Fitness and Handgun. The primary focus is on leadership, teamwork and basic skills that demonstrate the ability to dominate areas of interest and influence. A team will consist of 8 members and 1 alternate for a total of 9 personnel. No other team members or participants are authorized. Each major command (MAJCOM), will field a team. A combined team will be formed from the 11th Wing, the United States Air Force Academy (USAF), and the Air Force Special Operations

Command (AFSOC). Additionally, the UK and DOE will field a team. Canada, FBI, and U.S. Marshals were invited, but will not participate this year.

a. Team Events:

(1) Sadler Cup (Tactics event named in honor of Maj Gen Thomas Sadler)

(2) Combat Weapons

(3) Physical Fitness

(4) Handgun.

NOTE 1: Coleman Cup will be awarded to the team with the best overall weapons performance, including the handgun.

NOTE 2: Modifications to events, if any, will be briefed during the All Team Member briefing.

b. A drawing to determine Team numbers was held at the SFM Council on 15 July 2004. These team numbers dictate the competition schedule during the week. Team numbers are as follows:

Team Number	Team
1	AFRC
2	DOE
3	ACC
4	AFMC
5	Combined Team

Team Number	Team
6	AMC
7	AETC
8	RAF-R
9	AFSPC
10	PACAF

Team Number	Team
11	ANG
12	USAFE

1-6. Eligibility Criteria.

a. Each USAF MAJCOM, Combined Team, DOE and RAF-R may send one team to compete. For USAF teams, military and civilian personnel possessing a primary AFSC in the 3P0XX or 031PX career field and assigned to security forces duties may participate.

b. All teams will compete in every event, unless specifically exempted.

c. Participation is limited to two years in a career at any grade, including appearances as a coach. (EXCEPTION: AFRC, ANG, AFSOC, USAFA and 11th WG personnel are limited to three times in a career).

d. Individuals assigned to units not within a MAJCOM may compete with their host base MAJCOM.

1-7. Team Composition. Full teams consist of 9 personnel: 1 team captain and two, 3-person fire teams; 1, 2-person close precision engagement (CPE) sharpshooter team) plus one alternate. MAJCOM staff personnel may compete as team members. Normally the senior ranking competitor will perform duties as the Squad Leader.

a. Each team must include at least three personnel with four years or less of Time In Service (TIS) as of **1 Oct 04**. Time spent in other services counts as TIS. (**Note:** This rule does not apply to personnel from AFRC, ANG, AFSOC, USAFA, 11th Wing, RAF-R or DOE).

b. Each team may have one competitor who is either a senior NCO or an officer. If the officer has less than four years TIS, that officer may fill one of the “under four” TIS positions stated in paragraph 1-7a.

c. The alternate competitor may replace a primary team member by notifying the Competition Control Officer (CCO) of an event before the start. The alternate, if any, may be any grade or length of service. Once replaced, the primary team member may not compete in any further events. If the alternate does not compete, their attendance does not constitute a year of participation under paragraph 1-6c. Once the alternate has replaced a primary team member, further losses of primary members will result in the team competing without replacements. Team alternates will receive medals for team events.

d. The initial team captains’ meeting (which immediately follows the team members briefing on 22 Oct 04) is the last opportunity to declare changes in individual participation by submittal of primary/alternate competitor team roster.

1-8. Team Captains’ Responsibilities.

a. Assist public affairs staff members in their efforts to obtain optimum media coverage for their team and the competition as a whole. US military team captains will be provided Hometown News Release forms, DD Form 2266, for each team member. Completed forms are due to the Public Affairs representative NLT the end of the second day of competition.

b. Cooperate with competition officials to promote safety, efficiency, and good sportsmanship. Keep team members/representatives away from identified off-limit competition areas. The first team captain meeting will reinforce off-limit areas and practice sessions. Prohibited actions include: uncoordinated use of ranges (local police rifle/handgun ranges, etc.), and use of local ranges in the San Antonio area. You may practice only on designated ranges/courses.

c. Maintain team discipline. All personnel will promote high standards of conduct and professionalism. Incidents considered inappropriate are taking team mascots, national flags or competition property. We encourage team spirit at events; however, team captains must ensure team members always maintain the highest standards. Body

painting (except camouflage when required) and unauthorized uniform wear are not considered professional and will not be accepted. Respect other team's rest time in billeting by keeping noise levels to a minimum.

- d. Make proper and timely declarations of team composition. (Permanent replacement of a primary member with the alternate.)
- e. Meet and arrange transportation for visiting guests from your command.
- f. Keep team members, visiting dignitaries and guests advised of any official instructions or notices posted on the official competition bulletin board located at the Competition Control Center (CCC).
- g. Present any protests or challenges IAW paragraph 1-11.
- h. Ensure safety and security of all weapons and equipment. Ensure arrangements for transporting weapons to the designated armory upon arrival and having weapons inspected for proper trigger pull and functionality.
- i. Arrange and coordinate all return travel and departure requirements to include weapons and equipment with the DC logistics staff.
- j. Ensure competitors report to proper locations at the proper times.
- k. Maintain and provide upon request, an official record of each member's total active federal military service date (TAFMSD).
- l. Meet with your AFSFC sponsor immediately upon arrival. Ensure you attend all team captain meetings as identified in the Team Captain Book.

1-9. Uniform and Clothing Requirements.

- a. DC Events:
 - (1) For competition events, teams will wear the woodland camouflage battle dress uniform (BDU). DOE and RAF-R teams will wear an equivalent uniform.
 - (2) Civilian participants wear attire appropriate for rough, hilly terrain.
 - (3) Teams are only authorized to wear a boot sold for uniform wear in an 'Air Force' military clothing sales store. These include the High Tec and Corcoran 'Mach' hot weather boot. DOE and RAF-R teams are authorized an equivalent boot.
 - (4) Teams are only authorized to wear "military issue" gloves.

(5) Team members bring and wear the following headgear: BDU soft cap, beret, and helmet. Helmets will be the Kevlar-style with BDU woodland cover. DOE and RAF-R teams will bring and wear their equivalent, issued headgear.

(6) Regardless of uniform choice, all members of the same team will wear the same uniform for standardization (civilian competitors are the only exception).

(7) Team members cannot mix their military uniforms with their distinctive team jackets, shirts or caps. Distinctive team jackets, shirts or caps must be worn with civilian attire and are encouraged during the Meet & Greet and the Awards Reception.

(8) Camouflage makeup for team members is mandatory for Sadler Cup event and optional for Combat Weapons. It is not worn at any other time.

b. Wear BDUs for the competitors' event briefing, opening and closing ceremonies. Competitors should wear appropriate casual civilian wear for social events. Suggest equivalent attire for civilian guests. DOE and RAF-R will wear an equivalent uniform.

c. When not participating in DC activities, personnel may wear any authorized service uniform combination or appropriate civilian attire.

d. Protective Clothing. Weather conditions in San Antonio, Texas, during this period are generally fair. However, due to the time of year, conditions can vary from cold and damp to hot and dry in the same day. Consider the following items of military issue protective clothing for competitors (and appropriate items for visitors):

- (1) Thermal underwear.
- (2) Foul weather gear.
- (3) Sunglasses.

1-10. Equipment and Weapons Requirements

a. All team members must bring the equipment listed in the following chapters for the competition events. Non-USAF teams bring their equivalent items (unless prohibited) or are issued USAF equipment by their host MAJCOM.

b. Teams will report to the Sadler Cup, Handgun and Combat Weapons events with their assigned squad weapons. Team Captains are responsible for ensuring competitors report with required weapons and equipment. Teams reporting without required equipment and weapons are subject to disqualification.

c. All ammunition (blank and live) will be provided by the competition cadre and prepositioned.

1-11. Protests.

a. Teams may formally protest, to the event CCO or the Rules Committee, via their team captain any incident that has:

(1) Adversely affected their score. However, a team which must compete with less than a full complement of personnel/equipment due to injury/combat loss or “admin kills,” or a team that fails to complete an event with the minimum required number of personnel, may not cite the lack of personnel/equipment as the basis for any protest.

(2) Given an unfair advantage to another team or competitor, which consequently improved the score of the other team or individual competitor.

b. The effects of weather (wind, rain, clouds, etc.) and lightning conditions are not cause for protest. Where possible, events are scheduled “head-to-head” to mitigate the effects of weather. For events that do not lend themselves to “head-to-head” scheduling, the “luck of the draw” is the rule.

c. Any videos/still photos taken will not be used/considered during protests.

d. In shooting events, do not protest to range officials the following violations:

(1) Firing early or late shots.

(2) Firing from an improper position.

(3) Range safety violation ruling.

e. Procedures for Protests. Initiate protests within 30 minutes of the incident. Protests may be verbal or written. Use the Defender Challenge Protest Form (Attachment 1) for written protests and adhere to the following to preclude voiding the protest:

(1) Team members convey protests to team captain who reports it to the CCO or ACCO within 30 minutes of the end of the event. Competitors deal directly with CCO or ACCO only when the team captain is not available.

(2) The CCO or ACCO makes an initial determination to approve or disapprove the protest. If not satisfied with the CCO or ACCO ruling, the team captain may formally protest in writing to the DC Director or Deputy Director within two hours of the event.

(3) The DC Director or Deputy Director will forward the written protest to the Rules Committee for a decision. The decision of the Rules Committee is final.

1-12. Observation of Events.

a. Most events conducted during DC are open for public viewing. However, to preclude interference that could affect competition results, the following applies:

(1) Teams will pre-announce visitors through the CCC. The CCC coordinates with the event CCO and assures space is available to accommodate the visitor.

(2) The CCC is open only to team captains, command representatives and escorted guests.

(3) Visitors are restricted from weapons, ammo and equipment storage areas.

b. The HQ AFSFC public affairs representative establishes separate rules concerning official filming and photography of events during competition. This representative will request volunteers from competing teams to help stage events.

c. Competitive event chapters of this brochure identify visitor and observer restrictions. Team members, team captains, MAJCOM, DOE, RAF-R representatives or SF Directors may not observe another team competing in an event until their own team has completed the event. However, if the competing team captain asks an observer to leave, the observer must leave the area.

Chapter 2

ADMINISTRATION AND REPORTING

2-1. Overview. This chapter provides guidance on funding, travel orders and event registration.

2-2. Funding. Each MAJCOM must fund its competitors, alternates, MAJCOM/service representatives, team captain, combat arms personnel and all other associated expenses incurred for DC. As a minimum, funding is necessary for travel, per diem, rental vehicles, fuel and shipment of weapons and equipment.

2-3. Travel Orders and Reporting Criteria.

a. Orders authorizing travel must state the purpose as “INTENSIVE COMBAT COMPETITION INVOLVING FIREARMS, TACTICS AND INDIVIDUAL SF SKILLS.” This ensures appropriate documentation for line-of-duty determinations, if required. The orders cite, the appropriation to be charged, and for overseas travel only, the customer identification code (CIC). Also, orders must state, “One or two government meals are available and directed (proportional per diem).”

NOTE: When weapons are moved as checked baggage; orders must authorize the additional weight allowance and should include type, quantity, and serial number of all carried weapons in the remarks section. If shipped as freight (cargo), accomplish movement by a government bill of lading and appropriate military standard documentation (see defense traffic management regulation and AFI 31-101, *The Air Force Installation Security Program*). Allied and other teams will use appropriate guidelines.

b. Overseas commands must request air travel reservations for transportation on AMC aircraft from the proper AMC passenger reservation center in time to ensure arrival of competitors and equipment at Lackland AFB.

c. Competitors must arrive in San Antonio on the date stated in Chapter 1. Earlier arrival may result in team disqualification. HQ AFSFC will approve exceptions because of available military air travel on a case-by-case basis. Submit request for exceptions in writing to DC Director or Deputy Director.

d. HQ AFSFC will request combat arms support personnel and provide their reporting instructions in a message. They will report to Lackland AFB NLT 12 Oct 04 and be ready for duty to support course set-up and validation. These personnel may not come from MAJCOM team trainer(s). HQ AFSFC will fund this support.

2-4. Notification Requirements. Each team project officer must provide the following:

a. Event Registration Message. By 1 Oct 04, send a message to: HQ AFSFC LACKLAND AFB TX//CCE// announcing registration for the competition. Send information copies to: 37 TRW LACKLAND AFB TX//XP//SV//PA. Use the following format:

(1) Subject: "Team Registration for DC 2004"

(2) Paragraph 1 will include any remarks and the name, e-mail and phone (both commercial and DSN) of MAJCOM, DOE, and RAF-R project officers.

(3) Paragraph 2: Team Information:

(a) Individual's name (Last, First, MI).

(b) Indicate male or female.

(c) SSN (last four).

(d) Rank (indicate if selected for next rank).

(e) Date of rank.

(f) Position (competitor, alternate, team captain).

(g) Unit and base of assignment (competitors and alternates only).

(h) Prior competition experience (list by event, year and position)

(i) Arrival information (date, time, mode of travel, flight information).

NOTE: If travel information is the same for all individuals, indicate information for the first person and reference others "as above."

(j) Departure information (same as paragraph 2-4a (3) (i) and NOTE).

(k) Hometown and state/country (competitors and alternates only).

NOTE: Timing is critical to ensure a successful competition, logistics, and administrative support. Suspense dates must not be missed.

b. Official and Distinguished Visitors. Each USAF, DOE and RAF-R team is responsible for notifying HQ AFSFC/CCE of expected Distinguished Visitors. Distinguished visitors are considered group commanders (O-6) and above, with special emphasis to any general officer or foreign officer equivalent. MAJCOM-level Command

Chief Master Sergeants are also considered Distinguished Visitors. We will attempt to provide official and distinguished visitors with on-base billeting, when requested. Please provide HQ AFSFC/CCE, via message by 20 Sep 04, the following information for each official and distinguished visitor:

- (1) Name (Last, First, MI).
- (2) Rank (indicate if selected for promotion).
- (3) Date of rank.
- (4) Organization/position (full titles).
- (5) Address (full mailing address).
- (6) Telephone and FAX numbers.
- (7) Arrival information.
- (8) Departure information.
- (9) Indicate if on-base quarters requested.
- (10) Indicate if spouse will accompany (and provide name).
- (11) MAJCOM/service escort (senior officer).
- (12) Indicate will/will not attend the following:
 - (a) Meet and greet.
 - (b) Opening ceremony.
 - (c) Awards ceremony.
 - (d) Awards reception (fee charged).

NOTE: Persons billeted off base that plan to check in after 1800: all hotels require a credit card number to hold reservations for late arrivals. Call the hotel directly or contact billeting.

c. Send changes to team composition, official visitors or arrival/departure immediately to HQ AFSFC/CCE, 1517 Billy Mitchell Blvd, Lackland AFB TX 78236-0199. POC is Capt Barrett, DSN: 945-7506, Commercial (210) 925-7506, E-mail [jereme.barrett@lackland.af.mil] or MSgt Clement, DSN: 945-7016, Commercial (210) 925-7016, E-mail [kyle.clement@lackland.af.mil].

Chapter 3

SADLER CUP COMPETITION

3-1. Details of the Competition. The 2004 Sadler Cup Competition will evaluate MAJCOM teams ability to conduct Enhanced Ground Defense (EGD) in support of Integrated Base Defense Operations (see Appendix F to JP 3-10.1 – Joint Tactics, Techniques and Procedures for Base Defense - attached). The scenario will involve an eight-person squad (two three-person fire teams and a two-person Close Precision Engagement (CPE) Sharpshooter Team). The squad will conduct dismounted operations in a four-kilometer area of responsibility in order to counter briefed threat situations. A Sadler Cup Operations Order providing tasks, photographs and mapping of the area of operations will be issued by Sep 04. A Fragmentation Order will be issued to Team Captains during the Team Members in brief.

3-2. Conducting the Competition.

a. Squad members will be equipped with GPS tracking and MILES equipment for performance evaluation purposes. Squad members must take no action to conceal or obstruct MILES sensors. This includes placing the battery compartment on the head harness on the front of the helmet, covering the sensors with clothing, ammunition belts or anything else. Persons covering the sensors will be declared “killed.” The squad is penalized if squad members fire MILES-equipped rifles after their buzzer signals a “kill.”

b. Officials will use MILES controller guns to assess “administrative kills” in instances where weapons would normally kill an opponent but natural barriers (i.e., vegetation or weather, etc.) hindered the proper operation of the MILES gear.

c. Officials will check to ensure no squad member has more than the authorized amount of blank ammunition. **NO PERSON WILL HAVE LIVE AMMUNITION.**

d. If “killed,” members must lie in a prone position, remove their ballistic helmet and immediately cease all movement and/or communication until the scenario ends. Officials may “recover” killed competitors.

e. Each member of the squad will have a Personal Role Radio (PRR). The Squad Leader and Team Leaders PRR will have an AN/PRC-148 Multiband Inter/Intra Team Radio (MBITR). Following are the weapons and squad configuration:

Basic Fire Team:

Team/Squad Leader - M4 Carbine w/M68 Close Combat Optic (CCO)

Second Member - M249 Automatic Rifle

Third Member - M4 Carbine w/M68 CCO

Maneuver Support Team:

Team Leader - M4 Carbine w/Advanced Combat Optical Gunsight (ACOG) x 4
Day Optic Scope (DOS) (Designated Marksman)

Second Member - M240B Machinegun w/M-145 Machinegun Optic (MGO)

Third Member - M4 Carbine w/M68 CCO (Assistant Gunner)

Sharpshooter Team:

Team Leader - M24 Weapon System (M24 Sniper Rifle w/Leupold 10 Power
Scope; 1 Viper II Laser Range Finder w/PLGR GPS)

Second Member - M4 Carbine w/ACOG x 4 DOS (Designated Marksman)

f. Squads must provide their own weapons and blank adapters. Weapons will be in the “standard issue” configuration (no special modifications). Squads will also bring their own optics. MAJCOMs sponsoring allied or sister service teams must be able to provide all weapons and optics for sponsored teams. Blank adapters will remain on the weapons at all times during the Sadler Cup competition. Do not fire weapons toward any person at a distance less than 20 feet. Violations of these rules will result in assessment of penalty points and/or administrative kill.

g. Off limits/out-of-bounds areas will be appropriately briefed or marked.

3-3. Scoring Procedures.

a. The highest squad score wins the competition. There will be no “play-offs” in the case of a tie. See Chapter 8 for information concerning trophies, plaques and award presentations.

b. The categories of points awarded are; mission performance, mission accomplishment and command and control.

c. Ties are broken by the following standards:

- (1) The squad with the highest bonus point total will win.
- (2) If a tie still exists, the squad with the lowest penalty point total wins.
- (3) In the unlikely event a tie still persists, the Sadler Cup Competition Control Officer (CCO) will break the tie.

3-4. Protests.

a. Protest guidelines are listed in paragraph 1-11. The following additional guidelines apply:

(1) Malfunctions of MILES, radios or weapons occurring during the competition cannot be protested. Members have an opportunity to check the operability and, if necessary, replace their weapons, radios and MILES before the competition.

- (2) Administrative kills ruled by controllers cannot be protested.
- (3) Administrative penalty points ruled by controllers cannot be protested.
- (4) Weather conditions cannot be protested.

b. Procedures for protests:

(1) Members must convey their protests to their team captain prior to departing the Sadler Cup event's site. Team captains must convey all protest to the Sadler Cup ACCO or CCO within 30 minutes after ENDEX and prior to departure from the Sadler Cup event site. The member may bring the protest circumstances to the immediate attention of a controller in the field during the competition; however, this does not relieve the member of the responsibility to inform the team captain.

(2) If a team captain is not satisfied with the ruling from the Sadler Cup ACCO or CCO they may register a written protest to the Defender Challenge Director or Deputy Director. The team captain must follow protest procedures as outlined in paragraph 1-11. Written protest will be routed through the Sadler Cup CCO to the Defender Challenge Director or Deputy Director.

(3) The CCO will immediately dispatch the written protest to the Defender Challenge Director/Deputy Director. The team captain will be informed of the final decision of the Defender Challenge Rules Committee as soon as practical.

3-5. Required Equipment.

a. Restrictions. Devices and equipment that assist the competitor, but are not mentioned in this brochure or are contrary to the spirit of these rules, are prohibited. The Sadler Cup staff may inspect a member's equipment and apparel. **The team captain must submit a description of non-standard or questionable equipment and apparel to HQ AFSFC for official inspection and written approval NLT 30 days before the start of the competition.** After that time, questionable equipment and apparel will not be considered.

b. The Sadler Cup staff issues each squad MILES equipment, which the members must properly attach. The equipment consists of a transmitter and body/head sensors. Officials will attach the MILES transmitters and may assist squad members in attaching head sensors and body sensors MILES equipment, if needed. Prior to leaving the Sadler Cup issue area, all MILES gear will be inspected and competitors will have the opportunity to "zero" the transmitters.

c. Required equipment for individuals (squads provide this equipment).

- (1) Kevlar (PASGT) helmet, MICH/ACH or LWH w/camouflage cover.

(2) Tactical Body Armor (interceptor or RBR) with front and back “Level III” plates inserted.

(3) Protective mask with filter and carrying case--MCU/2P.

(4) Individual equipment belt.

(5) Load bearing equipment (LBE) or tactical load bearing vest. (Caution - MILES 2000 may hinder proper use of tactical load bearing vest).

(6) Two ammunition pouches. (Not required with tactical load bearing vest and not needed by the M240B and M249 gunners).

(7) Canteens--one 2-quart or two 1-quart canteens filled with water. Camelbacks (water back packs) may be used, however, the 2 quarts of water requirement must be met and the camelback fitted so that it cannot interfere with the MILES operation.

(8) Canteen covers for each required canteen.

(9) Lensatic compass and case.

(10) Military Map Protractor capable of reading a 1:50,000-scale map

(11) Flashlight with colored lenses (red, blue, clear).

(12) First aid dressing and first aid dressing case (case not required with tactical load bearing vest).

(13) One gortex or field jacket (woodland pattern) and gortex pants (weather dependent, team leader makes determination if team brings on mission).

(14) One liner, gortex or field jacket (weather dependent, team leader makes determination if team brings on mission.)

(15) Camouflage sticks or equivalent.

(16) One pair standard issue work gloves.

(17) One patrol cap (camouflage or OD).

(18) One extra set flash light batteries.

(19) Binoculars (minimum one)

d. Equipment issued by competition cadre.

(1) 3 AN/PRC 148 MBITR tactical radios, complete with antenna, lapel microphone and web pouch for mounting on LBE (teams will be briefed by Sadler Cup controllers on the essential operation of the radio - limited to primary and alternate frequency selection and press to talk functions).

(2) 8 UK/PRC 343 PRR kits.

(3) Each team will receive 1x PLGR (precision light-weight GPS receiver)

(4) Competition cadre will issue all blank ammunition and magazines. Personnel **WILL NOT** report to the competition with their own magazines.

3-6. Observer Restrictions. There is no restriction on the number of visitors/observers; however, they are not to leave the designated observation area.

VISITORS/OBSERVERS ARE RESTRICTED FROM COMMUNICATING WITH THE COMPETITORS AND WILL AVOID DISTRACTING SQUAD MEMBERS DURING THE COMPETITION.

Attachment 1 - Appendix F to JP 3-10.1 – Joint Tactics, Techniques and Procedures for Base Defense

APPENDIX F SECURITY

Security is the primary concern under threat Level I, especially if the base is located in an urban area.

SECTION A TACTICAL SECURITY

1. Patrols

Patrolling is necessary outside the physical base but within the AO to provide additional base security. Patrolling urban areas involves different risks and considerations than patrolling open or cleared uninhabited areas. Patrolling may require the use of military working dogs. A patrol is tasked to collect information, confirm or deny accuracy of previously gained information, provide security, and harass, destroy, or capture the enemy. The two categories of patrol are reconnaissance and combat. Patrols can be conducted dismounted or mounted.

a. **Dismounted Patrols.** A patrol may be a fire team, squad, platoon, or company. Patrol members must be able to interact with local inhabitants but still should be ready to conduct combat operations. Multiple units maintain mutual support for each other as they move and operate.

b. **Mounted Patrols.** Mounted patrols are especially useful in an economy of force mission where the unit has a large sector to cover and few personnel to patrol. Mounted patrols can be used to cover gaps between units in the defense, provide flank security and coordination, patrol forward of the base perimeter to provide early warning, and assist in reconnaissance when a large sector must be covered in a relatively short time.

- **Organization and Preparation.** The leaders of the patrol must analyze the

mission, determine what elements are needed, and decide how to accomplish the mission.

- The patrol leader must consider route selection, linkup procedures, resupply, signal plan, departure from and reentry to base defense positions, and other friendly units in the area. Recognition signals must be firmly established to provide early and immediate identification by friendly forces.

- A map, ground, or aerial reconnaissance by the leader will help balance the size of the area, the time constraints of the mission, and the patrol's security requirements.

- **Fundamentals of Movement.** Inherent in all mounted patrol operations is the command and control of movement. Communications and maintenance are vital because they support movement.

- Competent navigation and aggressive leadership are vital ingredients to movement. Movement techniques must be understood at all levels of command. An important requirement for a mounted patrol is for the patrol to see the enemy first. The global positioning system should be used, if available.

- Once the enemy is sighted or encountered, the patrol moves to accomplish its task.

- While moving, a patrol must maximize cover and concealment using the terrain. The leader must weigh the degree of security allowable against the required speed of execution to minimize the risk to the patrol.

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- A mounted patrol should never enter a major cross compartment without first establishing security and visually inspecting the area. Mounted patrols should make maximum use of dominating overwatch positions that offer good observation and fields of fire. Elements occupying overwatch positions must do the following: (1) Visually check the security of the position and be prepared to dismount to secure the area; (2) Occupy covered or concealed positions; (3) Cover the areas for observation and fire assigned by the element leader; (4) Orient weapons on likely or suspected enemy positions; and (5) Search for and be alert for enemy activity.
- A mounted patrol must:
 - Be alert for unusual people, vehicles, or incidents close to the beginning and end of the patrol route;
 - Avoid the same daily routes and times;
 - Avoid isolated routes and stops;
 - Lock vehicle doors when appropriate;
 - Stop short of unusual objects or incidents and investigate as required by mission;
 - Detour around suspicious obstacles or stop and investigate as mission requires;
 - Continually check to the rear;
 - Be aware of vehicles' capabilities; and
 - Use and practice movement techniques such as traveling overwatch and bounding overwatch.

2. Roadblocks and Checkpoints

A roadblock is used to limit the movement of vehicles along a route or to close access to certain areas or roads. Checkpoints are manned locations used to control movement. A roadblock is used with a checkpoint to channel vehicles and personnel to the search area. Roadblocks may be set up on a temporary or surprise basis or may be semipermanent in nature.

a. Roadblocks are used to:

- Maintain a continuous check on road movement, apprehend suspects, and prevent smuggling of controlled items;
- Prevent infiltration of unauthorized civilians into or through a controlled area;
- Check vehicles for explosive devices; and
- Ensure proper use of routes by both civilian and military vehicles.

b. Because roadblocks cause considerable inconvenience and even fear, ensure that the civilian population understands that the roadblocks are preventive and not punitive measures.

c. Roadblocks and checkpoints may be either deliberate or hasty. The deliberate roadblock or checkpoint is a relatively fixed position on the base, in a town, or in the open country, often on a main road. It acts as a useful deterrent to unlawful movement. The hasty roadblock or checkpoint is highly mobile and is quickly positioned on the base, in a town, or in the open country. Its actual location is designed to achieve surprise.

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d. Conceal the roadblock or checkpoint, when appropriate. The location should make it difficult for a person to turn back or reverse a vehicle without being observed. Positions beyond sharp curves have the advantage that drivers do not see the checkpoint in sufficient time to avoid inspection. However, the checkpoint should be positioned so that drivers can stop safely.

e. A roadblock or checkpoint requires adequate personnel to provide security. A security force is concealed an appropriate distance from the roadblock or checkpoint to prevent the escape of any vehicle or person attempting to turn back upon sighting the checkpoint. The vehicle, driver, and passengers are searched. If possible, the area designated for searching vehicles is below ground level to deflect an explosive blast upward.

f. For a roadblock or checkpoint to be effective, special measures are required.

- **Signs.** Portable signs in the native language and in English must be available. Signs should denote the speed limit of approach, vehicle search area, vehicle parking area, male and female search areas, and dismount point.
- **Lights.** Adequate lighting is essential for the search area at night.
- **Communications.** Radio or land line communication is required among the various locations supporting the checkpoint operation. These include the security position, the search area, and the BDOC.
- **Barriers.** Obstacles across the road and around the search area should be provided. Obstacles must be strong and big enough to prevent motorists from driving through or around them.

- **Firepower.** Security personnel must have adequate firepower to withstand an attack or halt a vehicle attempting to flee or crash through the checkpoint.

- **Linguists.** Personnel familiar with the native language are essential at all roadblocks and checkpoints.

g. **Establishment of Roadblocks and Checkpoints.** Each roadblock and checkpoint is established by placing two parallel obstacles across the road. In addition to having barriers large enough to prevent someone from running over or through them, barriers should have gaps negotiable only by slowly moving vehicles.

- The separation between obstacles depends on the amount of traffic to be held in the search area. The blocked section of road can be used as the search area. If possible, there should be a place adjacent to the road where large vehicles can be searched without delaying the flow of traffic.
- Areas are required for searching suspects of both sexes and for detaining persons for further interrogation. Personnel manning a checkpoint should include a member of the local police, a fluent interpreter, EOD personnel, and trained females for searching other females. When a vehicle is being searched, the occupants should stand clear of the vehicle and be searched concurrently. The vehicle searcher should use an assistant to watch the occupants and provide additional security. If available, explosive detectors and dogs may be used to aid the search. Politeness and consideration should be shown to the extent consistent with a thorough search, and roadblock or checkpoint personnel should be thoroughly familiar with the limits of their legal authority.

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3. Urban Defense

Base forces may be employed in urban areas for security operations or for other tasks short of conventional combat; for example, protection of facilities or equipment required for base operations. Masonry structures and other urban features can be adapted to provide protection.

a. **Security Precautions.** When employed in urban areas, commanders must estimate the threat and plan for the defense. In addition, they should consider the following security precautions.

- Wire fences or barriers for additional protection.
- Screens made of canvas or corrugated iron, for use outside buildings or inside windows. Mesh or chain-link barriers placed in front of bunkers or above-ground fighting positions aid in premature detonation of rocket-propelled grenades and other similar shaped-charge explosive devices.
- Canopies of chain-link, weld mesh, or corrugated iron. These will protect roofs if they are placed at least 1 meter above the roofs. Sandbags placed directly on roofs will absorb shrapnel.
- Obstacles in the approaches will slow or stop vehicles and personnel approaching the defended area. However, the entrance gate design must allow access to those authorized, deny access to others, and provide protection to those who must have access. If possible, illuminate fences, entrance gates, and obstacles. Cover with observation and fire.
- Sentry posts for round-the-clock security. If field fortifications are required, dig fighting positions rather than build towers. Ordinarily, sentry posts are

doubled during darkness or poor visibility. Sentries should report at irregular intervals within a specified time period and be posted at:

- Entrances, to check entry permits;
- Observation posts or rooftops, to observe all avenues of approach and dominate buildings and grounds; and
- Perimeter sites.

b. **Employment of Sentries.** Sentries must be properly trained and equipped. Some security operations may require the use of military working dogs. Sentries must be briefed on the ROE and appropriate use of force. They must be able to call on the base mobile reserve for assistance. Sentries employed in urban areas must:

- Detect and deter anyone seeking to gain unauthorized access to the secured area;
- Prevent damage, arson, and looting within the secured area;
- Ensure the maintenance of essential services; and
- Be briefed on friendly forces operating in the area such as patrols, OPs and LPs, and other adjacent unit activities.

4. Convoy Defense

Convoys on large bases or between bases are arranged for control and protection using armored vehicles, military police escort, or aerial escort, if available. Road movement is always vulnerable in high-threat areas. The convoy commander should plan convoy movements and practice using hardened vehicles if support from combat units is not available. Each convoy is organized into an advance party, main body, and trail party. The convoy commander estimates the situation

and develops a plan, to include a briefing for all convoy members. The briefing should include the following.

- a. Enemy situation and capabilities, terrain, and weather.
- b. Composition and order of march.
- c. Chain of command and location of leaders.
- d. General security posture.
- e. Communications and signals.
- f. Objectives.
- g. Routes, schedules, and other control measures.
- h. Emergency actions, actions on contact, and actions at halts.

5. Searches

a. **Personnel.** Personnel searches may be required to maintain the safety and security of the command. Quick body searches or detailed body searches may be conducted, consistent with the security environment and respect for the individual being searched. Metal detection systems should be used if available.

b. Buildings

- When preparing to search buildings, use radios (search net and command net) and call signs for teams and specialists. Use grid references for location of teams, control points, and headquarters. In addition, consider electronic warfare constraints.

- Assume that any unoccupied house or building is booby-trapped. Position supporting fire elements (machineguns,

mortars) to cover the roofs and adjacent buildings. Begin search from roof if possible. Mark cleared room windows with sheets or blankets. Arm search teams with grenades, shotguns, and light machineguns. Visually scan the exterior for suspicious signs. Set up a command post outside and detail one pair of searchers to make the initial entry. Avoid obvious entryways and, if possible, use holes in walls and roofs. Check doors and windows for booby-traps before entering. Clearly mark with white tape the routes through the building that have been cleared. Once the building is cleared of traps, the team leader will allocate teams of searchers to make detailed room searches. If possible, avoid all radio transmissions from within buildings being searched.

- Military working dogs, if available, can be used to search for arms, ammunition, explosive caches in buildings, open areas, and routes to be cleared.

- Local officials should accompany search teams. If the building is occupied, an occupant should accompany the team.

6. Ambushes

Planned ambushes are surprise attacks by fire from concealed positions on a moving or temporarily halted enemy. However, in urban areas, ambushes are often designed to apprehend wanted persons, not necessarily to kill them. Urban ambushes should be planned to avoid harm to civilians and should be coordinated with HN forces. Sites for ambushes should be carefully planned considering the latest intelligence about hostile groups or persons.

7. Responses to Attacks

When responding to an attack from an urban area, defenders must try to kill or

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capture assailants while keeping the base secure. Defenders also must consider:

- a. Returning fire according to ROE;
- b. Submitting a contact report, including the location, numbers of casualties, and estimated opposition;
- c. Dispatching sufficient force to engage the enemy;
- d. Estimating the civilian situation;
- e. Establishing roadblocks on likely escape routes;
- f. Deploying cordon sentries, as necessary;
- g. Alerting local authorities;
- h. Recovering and aiding hostages; and
- i. Securing the scene for collection of evidence.

8. Crowd Control

a. Crowd violence may be a spontaneous emotional eruption, or it may be a planned event. In the latter case, the purpose may be to draw attention away from something else or to draw people to a location where attack is easier. Crowd violence may involve civilian group interaction. Mob violence is highly contagious. The aim of riot control is to restore order as quickly as possible, with minimum force, and return control to civilian authorities. HN police agencies should assume principal responsibility for countering actions of indigenous personnel. US forces should come into direct conflict with indigenous personnel only in emergency situations when HN police or military personnel are not present.

b. The best way to disperse rioters is to make key arrests and simultaneously

demonstrate the ability to disrupt the activities of the remaining rioters. Separation from leaders combined with the likelihood of apprehension and the denial of unrestricted actions can have a debilitating effect on mob activities. Leave an escape route open to allow rioters to disperse. The HN police force must assist. Once the crowd has dispersed and all is quiet, return troops to the assembly or base area. Try not to escalate the violence by misuse of force. The use of riot control agents must follow stated national policy and HN agreements. Close coordination with legal counsel and US diplomatic missions may be necessary.

c. PSYOP may be an effective measure in crowd control. PSYOP tactical loudspeaker units can disseminate pre-recorded messages encouraging dispersal. These units provide the commander a quick response method to communicate intent to a possibly hostile crowd.

SECTION B UNIT SECURITY

9. Planning

a. **Mission Analysis.** To perform a mission analysis, ask the following questions.

- How can the mission be adversely affected by an attack?
- What are the security aspects of both specified and implied tasks?

b. **Threat Assessment.** Coordinate with intelligence and CI personnel to identify sources of information on insurgent and terrorist groups. Know how to access these sources quickly and routinely. Include threat assessment in intelligence estimates as a continuing process. Identify insurgent and terrorist groups operating in the deployment area. Develop a list of PIR, including:

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- Methods of operation;
- Attack methodology; and
- Preattack indicators.

c. **Support Considerations.** To implement unit security, the following areas should be considered.

- **Supply.** Procure special security equipment, such as detectors, portable barriers, and intrusion detection devices. Protect storage and distribution areas.
- **Maintenance.** Maintain special equipment and provide security to maintenance units.
- **Transportation.** Provide security during movement and in staging areas and provide liaison with security agencies such as area MP organizations supporting movements.
- **Engineer.** Provide security and ADC measures and special engineer equipment.
- **Base Military or Security Police.** Check, inspect, and improve unit physical security. Provide liaison with local police and security personnel. Screen US and HN civilian employees.
- **Health Services Support.** Ensure security of medical facilities, secure medical supplies and equipment, and safeguard patients.

10. Operational Considerations

a. Factors That Degrade Security

- An established routine or pattern of events.

- Inability to restrict access.
- Inability to choose unit location based on security considerations.
- Restrictions on the employment of security forces.
- Required presence of nonunit personnel.
- Inadequate coordination or liaison.

b. Measures That Enhance Security

- Continuous reassessment of the mission, policies, threat, and attitude of local inhabitants.
- Using organic and special equipment, such as closed circuit TV, intrusion detection devices, sensors, lighting, barriers, and barricades.
- Assigning physical security responsibilities to trained physical security officers.
- Ensuring that security personnel are aware of guard orders, ROE, local restrictions, and other regulations and policies.
- Maintaining and conducting an aggressive training program, with frequent realistic exercises involving US and HN forces.
- Preparing good defensive positions, barrier plans, and dispersion procedures for vehicles and high-value facilities.
- Maintaining a low off-base personnel profile.
- Restricting access of visitors to the unit location.

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SECTION C OPERATIONS SECURITY	13. Intelligence Indicators of Friendly Activity
<p>11. Objectives</p> <p>The OPSEC program is designed to deny access to intelligence and information that the threat can use to learn about plans and operations. The BDOC operations element normally will be the responsible agency for OPSEC, supported by the CI element. OPSEC objectives are to:</p> <ul style="list-style-type: none"> a. Avoid stereotyped operations; b. Understand methods used by the threat to collect intelligence; c. Deny intelligence and information to the enemy; and d. Integrate OPSEC into physical and personnel security programs. <p>12. Measures</p> <p>Defenders must:</p> <ul style="list-style-type: none"> a. Develop essential elements of friendly information on those items and activities of planning and operations that hostile forces can use; b. Vary locations, routes, and schedules of key activities; c. Use protective barriers; d. Check personnel identification at critical entrances; e. Use additional measures at critical installations, such as communications centers, command posts, and high-density troop areas; and f. Control schedules of very important persons (VIPs). 	<p>Activities of base units and personnel may be useful to enemy intelligence agencies.</p> <ul style="list-style-type: none"> a. Operational Indicators <ul style="list-style-type: none"> • Troop restrictions before an operation. • Increased friendly patrolling and air reconnaissance. • The complete cessation of friendly patrolling. • Increased friendly troop movements. • Special requests for rations, transport, or ammunition. b. HUMINT Indicators <ul style="list-style-type: none"> • Media coverage. • Visits by VIPs. • Special religious services. • Bulletins or other notices announcing changes to normal procedures. c. Communications Indicators <ul style="list-style-type: none"> • Nonroutine changes to call signs and frequencies. • Changes in antennas or facilities. • Increased electronic signature. <p>14. Reference</p> <p>Refer to Joint Pub 3-54, "Joint Doctrine for Operational Security," for additional information.</p>
F-8	Joint Pub 3-10.1

Chapter 4

COMBAT WEAPONS COMPETITION

4-1. Details of the Competition. One, eight-person squad (two, three-person fire teams and a two-person CPE team) will compete in a two-phase target engagement competition. Five team members will be equipped with M4 carbines, three with M68 CCO and two with the ACOG x 4 DOS as a designated marksman. One member will employ an M249 automatic rifle and a second will utilize an M240B machine gun with the M145 MGO. Finally, one member will be equipped with the M24 Weapon System (M24 Sniper Rifle w/Leupold 10 Power Scope; and 1 Viper II Laser Range Finder w/PLGR GPS). Phase one will consist of a field fire course designed to identify the squad with the most skilled and disciplined shooters. Teamwork, leadership and core skills are emphasized. Phase two will incorporate a classic marksmanship competition. Individual skill is emphasized in this event in determining the most adept shooter with their respective weapon system. All firing will be conducted on a single range, with separate volleys for automatic and semi-automatic weapons.

a. Scoring.

(1) Field Fire Phase: Squads will be scored as a team based on the number of collective hits rendered on combatant targets. Points will be subtracted from the number of non-combatant targets hit.

(a) Rifleman: (M4 with M68 CCO and ACOG for designated marksman). The team leader has discretion to allow designated marksman use of CCO rather than ACOG.

(b) Sharpshooter (M24 weapon system as configured above)

(c) Automatic Rifle (M249)

(d) Machine Gun (M240B with M145 MGO)

(2) Marksmanship Phase: All weapons will be scored individually and shooters will compete for individual honors against all other competitors firing the same weapon. They may only compete in one weapon system volley of fire.

(a) Rifleman (M4 with M68 CCO). All competitors will utilize this configuration for marksmanship; ACOG is not authorized for this phase.

(b) Sharpshooter (M24 weapon system). Shooters will compete as a team with both competitors firing the weapon. Combined scores will constitute the weapon system score.

(c) Automatic Rifle (M249)

(d) Machine Gun (M240B with M145 MGO). Shooters will compete as a team with both competitors firing the weapon. Combined scores will constitute the weapon system score.

(3) Coleman Cup: A team score, based on a formula derived from “targets hit” by all weapons, in both Field Fire and Marksmanship. These scores will also be combined with the team handgun score to determine the overall winner.

(4) Only the authorized maximum total number of hits per target will be scored.

(5) Assessment of Penalty Points. Penalty points will be subtracted from the overall score. Penalty points are assessed for the following reasons.

(a) Firing in an unsafe or non-tactical firing position (i.e. members must maintain good cover and concealment given the available terrain at the firing point).

(b) Firing less than three or more than five rounds per burst with the M249 or less than six or more than nine rounds per burst with the M240B.

(c) Not possessing serviceable (operational) equipment required for this event or not having required equipment at the conclusion of the event (lost equipment).

(d) Failing to properly don protective mask or non-tactical movement when tactical movement is required by the situation.

(e) Moving without the weapon “in the designated safe configuration” or failing to follow safety rules.

(f) Moving through areas designated as “do not enter”.

(6) Tie-breaker Determination. The following sequence determines the winner if there is a tied score:

(a) Field Fire Competition. Provided the total combined score is tied, a predetermined target of non-combatants in close proximity will be utilized. The number of hits on the hostile compared with the number of hits on the non-combatant will determine the winner. If there is still a tie, the number of hits on a second predetermined target set is the winner. This process will continue through a predetermined list of targets until a winner is selected.

(b) Marksmanship Competition. The shooter having highest total number of hits on a predetermined target set is the winner. If there is still a tie, the number of hits on a second predetermined target set is the winner. This process will continue through a predetermined list of targets until a winner is selected.

b. Target Description.

(1) All rifle targets are Mil “E” pop-up silhouette targets with timed exposures. They are “knock down” targets (fall when hit) and are electronically controlled. Scoring of specific targets may be done either electronically or manually.

(2) M249 targets could be single silhouettes or multiple silhouettes configured in wedge, linear or linear w/depth formations in groups of three-to-five targets.

(3) M240B targets could be single personnel silhouettes, multiple personnel silhouettes and/or vehicle silhouettes.

(4) M4 and M24 targets will appear as single silhouettes. Non-combatant targets will be identified as solid white.

c. Course Description. In addition to putting steel on target, squads may be tested on weapons familiarization. Squads may also be required to move tactically from the competition assembly point to the firing line, in accordance with scenario, whereupon targets will be engaged as they appear. Squad members must be prepared to don their gas masks at any time throughout the course.

d. Restrictions. Devices and equipment that facilitate shooting, not mentioned in this brochure and contrary to the spirit of the competition event and its rules, are prohibited. Team captains must submit a request to use questionable equipment and apparel to HQ AFSFC NLT 30 days prior to the official start date for the competition.

(1) Shooting Glasses. Not authorized.

(2) Weapons Standards. Squad leaders and members will use only the M4 carbine without modification or bipod. M249 gunners will use the standard slings approved for the weapon. M240B gunners will use standard equipment. Equipment needed for vehicle mount will be provided and common to all teams.

(3) All weapons are subject to inspection to ensure they meet T.O. requirements.

(4) Ammunition. The competition cadre will supply all ammunition and magazines.

(5) Teams should arrive from home station with all weapons zeroed precisely. However, prior to the actual event, teams will be provided the opportunity to reaffirm confidence in the accuracy of their weapons. A location will be established allowing participants to live fire weapons and make field adjustments as needed.

4-2. Conducting the Competition. Squads must arrive at the designated staging area ready to compete. Weapon and equipment checks will be conducted immediately upon arrival at the designated staging area.

NOTE: Anyone, including competitors, CCO, ACCO or range officials may stop/pause the event at any time for a safety hazard.

- a. No practice rounds are allowed during the competition.
- b. M249s will be employed in the bipod mode and gunners will engage targets using three-to-five round bursts.
- c. M240Bs will be employed in both the vehicle mounted mode and bipod mode. Gunners will engage targets using six-to-nine round bursts.
- d. All competitors are accompanied by and will follow instructions of Combat Arms range officials.
- e. Competitors will fire the course against the clock. Once the event starts, the clock will not stop, unless safety demands a pause.
- f. A “combat loss” will result if a weapon becomes inoperative (beyond ability of competitor to correct). The clock will not stop if a combat loss occurs unless safety related.

NOTE: A “combat loss” does not justify refiring any portion of the event.

(1) Competitors are responsible for taking immediate action to safely clear any weapon malfunctions and make repairs. The course of fire and clock will not stop for these actions.

(2) Injuries preventing completion of the event are a “combat loss” and the injured competitor is prohibited from further participation in the event.

(3) Lost equipment will result in penalty points being assessed.

4-3. Protests. Submit protests in accordance with paragraph 1-11.

4-4. Required Equipment. All squad members will report to the designated staging area with an LBE or LBV, web belt, ammo pouches (if applicable), gas mask/MCU/2P (filter installed), helmet, body armor and canteens. Additional/clarified guidance is as follows:

- a. M249 and M240B gunners **MUST** bring their spare barrel kits.
- b. Members may report with exposed skin camouflaged in the spirit of competition. (Team Option)
- c. The helmet (Kevlar (PASGT), MICH/ACH or LWH) will be worn as directed during the course of the event.
- d. Tactical Body Armor (interceptor or RBR) with front and back Level-III plates will be worn as directed during event.

e. Knee and elbow pads **ARE** authorized for use during the competition IAW allowance standards.

f. Ear Protectors or Plugs must be worn during live fire.

4-5. Observer Restrictions. Spectators are allowed and encouraged to come out and support their teams.

a. Spectators are permitted to observe the event from the designated spectator area and will adhere to the following:

(1) Comply with course official's instructions at all times.

(2) Restrict their movement to ensure safety during live weapons fire. Yellow police tape or similar marking device will be used to delineate the authorized area for spectators. Spectators are not authorized entry into the control tent at any time.

(3) Will not observe another squad competing in the event until their squad has completed the course of fire.

(4) Do **not yell** or otherwise indicate target information to the competitors. Individuals that do will be required to leave the venue and risk adversely affecting team total score.

NOTE: Confirmation by course officials that a squad received assistance from observers will result in penalty and/or disqualification from the event. The CCO will forward decision to DC Director.

b. Photographs and Videos. Spectators may take pictures and make videos while their team is competing. Anyone wishing to do so must coordinate this with the event competition control officers prior to their squad starting the competition.

Chapter 5

PHYSICAL FITNESS COMPETITION

5-1. Details of the Competition.

a. The objective of the Physical Fitness and Chief's Challenge events are to measure upper and lower body strength, agility, balance, and running endurance of fire team members. The Fitness Challenge is conducted on Saturday, 23 October; the first day of competition and the Chief's Challenge is conducted on Thursday, 28 October, the last day of competition.

b. One four-person fire team will participate in the Fitness Challenge event, unless exempted in advance. One fire team member only will participate in the Chief's Challenge event. Each fire team member completes a 1 1/10 miles course that includes the 21 obstacles listed herein. **Team captains and competitors are responsible for assuring competitors are physically able to compete safely in these events.**

c. The fire team that completes the Fitness Challenge competition in the least aggregate time wins. This is not an average team time, but is the shortest time in which the last team member completes the course. The fire team member that completes the Chief's Challenge competition in the shortest time wins.

d. The course meanders over hilly terrain. The 21 obstacles are located on a path that measures approximately one mile. The final run is approximately one tenth of a mile and begins after crossing obstacle 21 continuing to the finish line.

5-2. Conducting the Competitions.

a. Team captains are responsible for assuring fire team members are present at the competition area according to the schedule. Failure to report by the scheduled time is basis for disqualification from the competition.

b. Fire team members complete each obstacle according to the instructions herein. Also identified out-of-bounds areas (painted red), additional ground rules, number of fire team members allowed on an obstacle at the same time, and safety considerations related to each obstacle. Follow the spirit and intent of these instructions to avoid a penalty.

(1) Out-of-bounds areas are those portions of the obstacle that fire team members **WILL NOT** touch--these areas are painted red. Fire team members are otherwise unrestricted on how to complete the obstacle unless an additional ground rule applies.

(2) Additional ground rules are necessary for some obstacles because of safety considerations. For example, Obstacle No. 5, *Easy Balancer*, requires fire team members

to step on the yellow painted portion of the beginning and end log. This is to preclude fire team members from jumping on and off the log improperly and injuring themselves.

(3) The number of fire team members allowed on an obstacle at the same time varies. In those cases when only one fire team member is allowed to be on the obstacle, the decision rests with fire team members as to the starting order. When more than one fire team member is allowed on the obstacle at the same time, these members may assist one another. Fire team members must be physically on the obstacle and not touching the ground in order to assist one another.

(4) Safety considerations relate to each obstacle and range anywhere from minimum to high risk. These considerations also alert umpires of hazards associated with each particular obstacle.

c. In case of inclement weather the Fitness Challenge and Chief's Challenge will be conducted. However, the competitions will be modified as follows for safety purposes. Only obstacles #2, #7, #9, #10, #12, #13, #17, #18, #20, and #21 will be negotiated. Competitors will run the course twice, negotiating only these obstacles the first time around the course. The second time around, competitors simply run the course, passing to the side of the obstacles when approaching them. Running the course twice is approximately two miles.

5-3. Scoring Procedures.

a. When fire teams and individual competitors start and finish the fitness competitions, the time of this action is entered on the score card. All fire team members start at the same time. Time ends when the last member of the fire team has crossed the finish line. Individual time is not a consideration in scoring. However, for individual competitors in the Chief's Challenge, the fastest individual time determines the winner.

b. Each obstacle has an umpire for safety purposes and to evaluate if fire team members properly negotiate the obstacle according to the instructions. Fire team members have only one opportunity to negotiate each obstacle without incurring a penalty. Retries are not permitted.

c. Each umpire has an obstacle scorecard on which to enter whether or not fire team members properly negotiated the obstacle. A penalty time is assessed against fire team members who fail to properly negotiate an obstacle. Penalty times are a definite disadvantage to the team's overall time.

d. If a damaged obstacle or an injury interferes with or prevents an obstacle from being negotiated, the following will apply. All fire teams on the obstacle in question and all who are on the course and have not yet reached the obstacle, will be stopped by course officials. When the course has been declared safe, these fire teams (or single fire team member in the Chief's Challenge event) will be restarted as close as possible at the point on the course where they were stopped. If the stoppage is long enough to permit a rest

advantage, the CCO/ACCO will determine if the competitors should be restarted at the beginning the course. All fire teams who have already negotiated the obstacle will continue on the course. All fire teams who have not started the course will be delayed until the course has been declared safe. A designated competition official pacer will time each fire teams' progression through the obstacle course to ensure there are no time discrepancies in case of a damaged obstacle or injury. Each pacer will have a stopwatch for this purpose, which will be synchronized with the official timekeeper at the time each team starts the course. Fire team members or other team/command personnel will not talk with the pacer or view the stopwatch during the time the fire team is on the obstacle course.

5-4. Protests. Protests are not permitted if they involve judgment by the obstacle umpire. The decision of the umpire is final. Paragraph 1-11 identifies protest procedures.

5-5. Required Equipment.

a. The BDU is the required attire and competitors may wear gloves when participating in the competition. Gloves must be those normally issued to security forces in the field such as black or tan gloves with inserts or unisex gloves. Golf, baseball, flight, or other such types of gloves are not permitted.

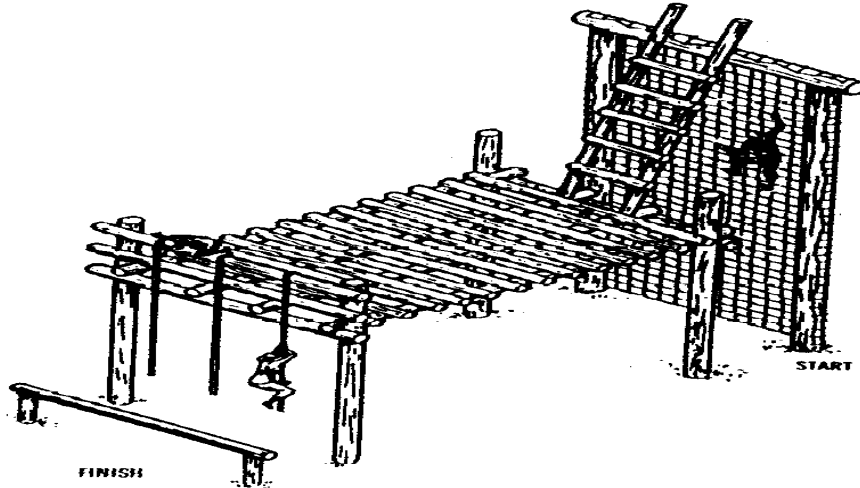
b. Devices or equipment that facilitate fire team members' negotiation of obstacles, which are contrary to the spirit and intent of the competition, are forbidden. The CCO or ACCO is the authority for determining authorized equipment.

5-6. Spectators. Designated viewing areas are available around the physical fitness course for spectators, guests, and other team members to observe the competition. With the exception of news service personnel, only competitors are allowed on the course to include that part used for the final running portion. News service personnel are allowed on the course to perform official duties but MUST NOT interfere with the competitors. Spectators will not direct questions toward obstacle umpires. Penalties will be assessed against teams attempting to pace or encourage their competitors from any non-approved area.

5-7. Practice Sessions. The obstacle course will be available for practice on 21 Oct. It will be off-limits due to course preparation on 22 Oct. It will be available for practice again on 24, 25, and 26 Oct. It will also be off-limits again on 27 Oct for course preparation. The course is off-limits at all times at sundown. A non-participating spotter such as the team captain must be in attendance on the course during all practice sessions. An emergency phone is located near the starting line and must be checked for operation prior to beginning a practice session.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 1 - THE TOUGH ONE



1. Completing the Obstacle. The fire team member must climb the netting, go over the top log, down the ladder, and across the log platform. The fire team member must then go over the top log at the end and down a rope to the ground. Finally, the fire team member must vault or belly roll over the final log. The fire team member must go down the ladder on the topline on the center of the ladder. **NOTE:** This obstacle at Lackland AFB has only two ropes instead of three as shown above.

2. Out-of-Bounds Areas. None.

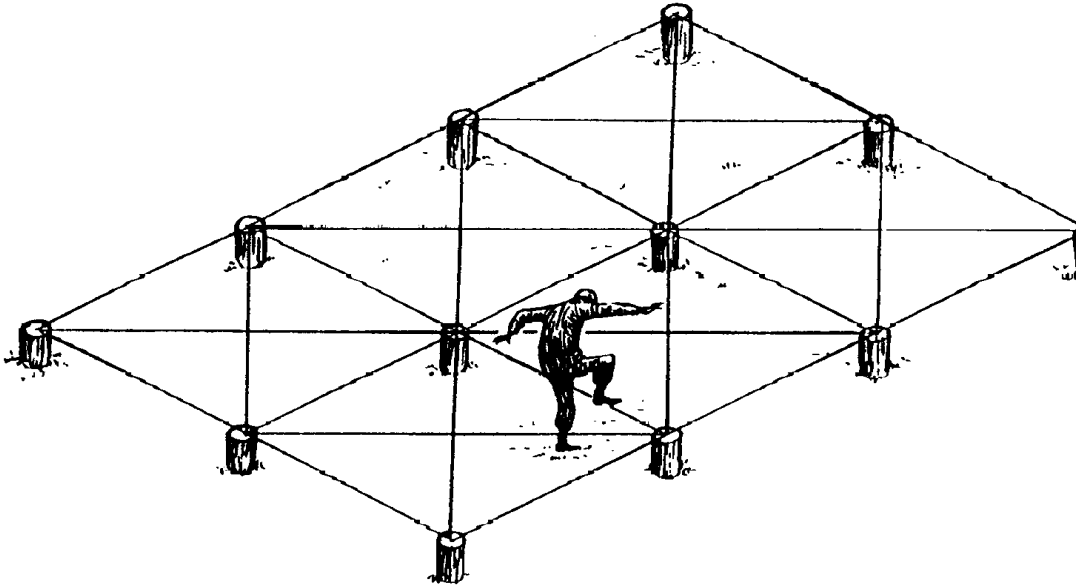
3. Additional Ground Rules. None.

4. Number Allowed on Obstacle. No more than two fire team members are allowed on the obstacle's netting or ropes at the same time. No more than one fire team member is allowed to go down the ladder at the same time. When on the obstacle at the same time, fire team members may assist one another.

5. Safety Considerations. This obstacle has a high safety risk. The distance from bottom to top is 29 feet. The fire team members must be sure of their grip when negotiating this part of the obstacle and must be careful when going across the log platform. There is sufficient space to fall through these logs to the ground. Fire team members should not hesitate to advise the obstacle umpire if they are about to fall off the obstacle or become immobilized. In such situations the obstacle umpire will immediately notify the CCO or ACCO. The fire team on the obstacle and all following fire teams will be stopped and rescheduled to start the obstacle when it has been cleared. Fire teams who have already negotiated the obstacle will continue on the course.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

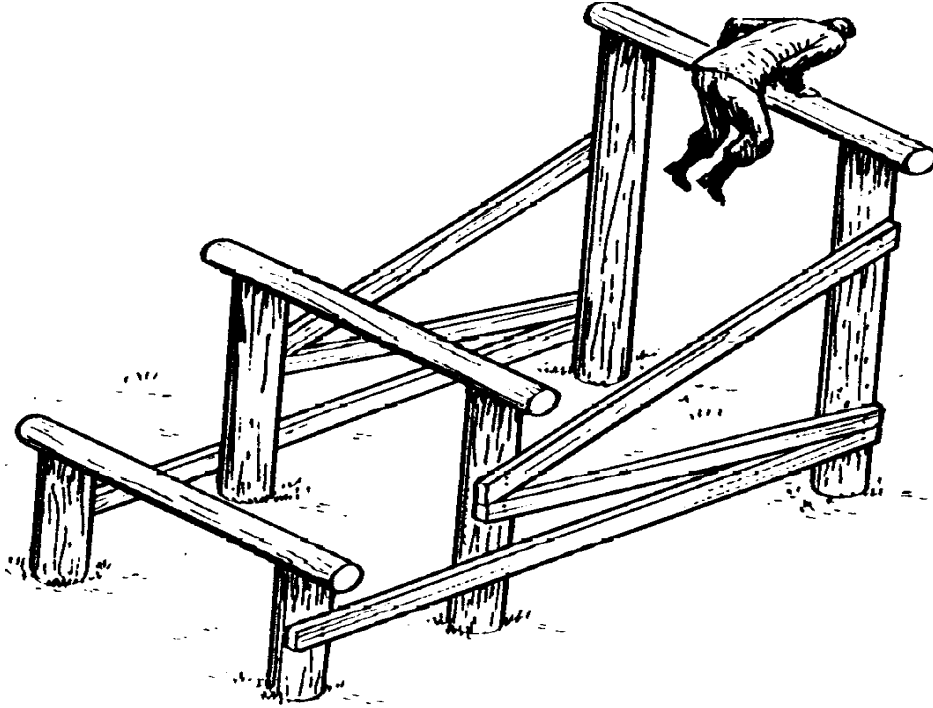
OBSTACLE NO. 2 - TANGLE FOOT



- 1. Completing the Obstacle.** The fire team member must select a lane and step into each section in that lane without falling to the ground.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** The fire team member must start and finish at the yellow painted logs for that lane.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a minimum safety risk. The fire team member could trip over the ropes and possibly fall to the ground. The fire team member can safely complete this obstacle by ensuring a high step through each section in the lane.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 3 - THE DIRTY NAME



1. Completing the Obstacle. The fire team member must mount the lower log and jump to or reach higher logs in succession without falling to the ground. The fire team member must then go over the top log and drop to the ground.

2. Out-of-Bounds Areas. The fire team member WILL NOT touch the red painted support braces when negotiating this obstacle.

3. Additional Ground Rules. None.

4. Number Allowed on Obstacle. No more than one fire team member is allowed on the obstacle at the same time.

5. Safety Considerations. This obstacle has a medium safety risk. If the fire team member fails to gain sufficient height when jumping from the second tier to the top log, the fire team member could strike the chest or fall back striking the first log. Therefore, care must be exercised.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 4 - ISLAND HOPPER



1. Completing the Obstacle. The fire team member must jump from one log to another without falling to the ground.

2. Out-of-Bounds Areas. None.

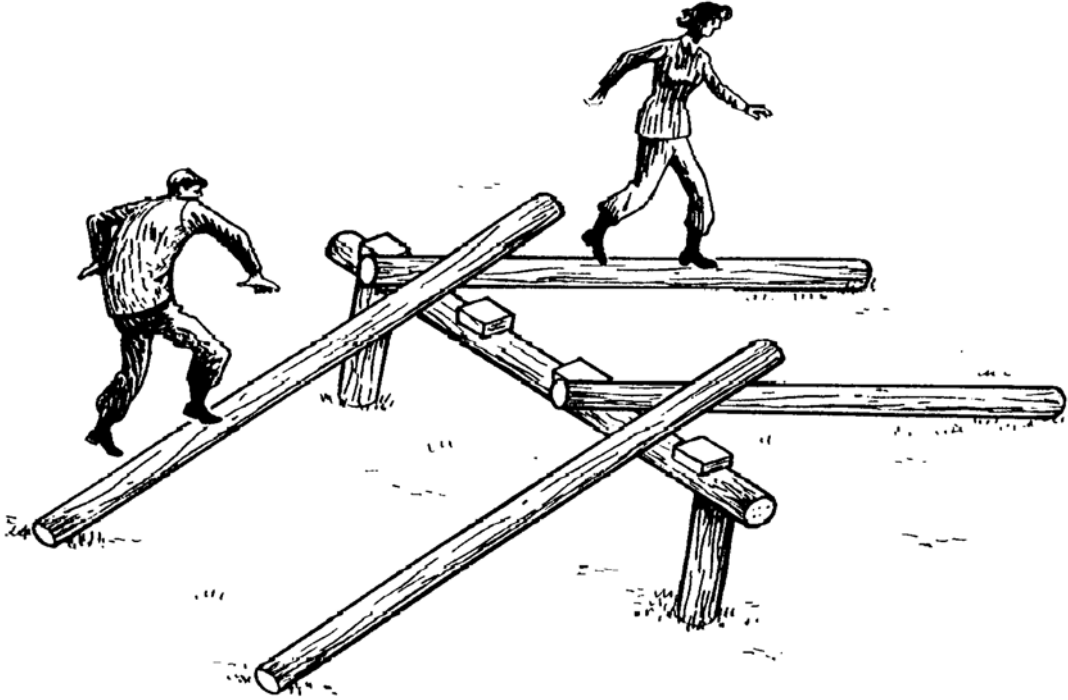
3. Additional Ground Rules. The fire team member must start and finish at a yellow painted log.

4. Number Allowed on Obstacle. There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.

5. Safety Considerations. This obstacle has a minimum safety risk. If the fire team member tries to negotiate this obstacle too fast, loss of balance and falling off the log may occur and result in an injury.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 5 - EASY BALANCER



1. Completing the Obstacle. The fire team member must walk or run up one inclined log and down another on the opposite side to the ground without falling to the ground. Hands may not be used to touch logs.

2. Out-of-Bounds Areas. None.

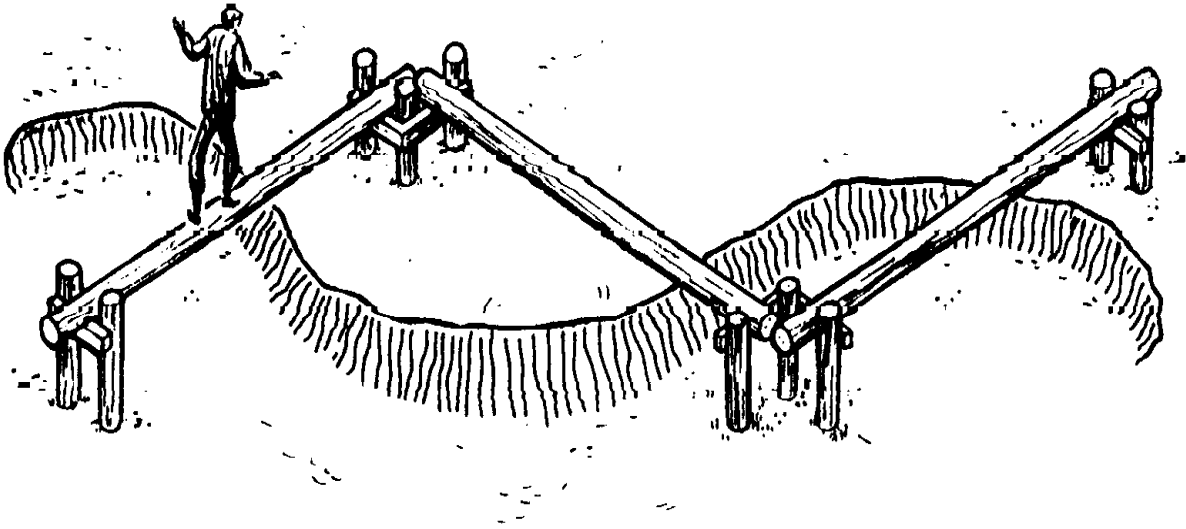
3. Additional Ground Rules. The fire team member must step on the yellow painted portion of both the start and finish logs.

4. Number Allowed on Obstacle. There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.

5. Safety Considerations. This obstacle has a medium safety risk. The title of this obstacle is misleading because the logs at each side are at a steep grade that could cause loss of balance. The fire team member could fall to the ground or strike the horizontal log.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 6 - BALANCING LOGS



1. Completing the Obstacle. The fire team member must walk or run along the three logs without falling to the ground. After mounting the obstacle, hands may not be used to touch logs.

2. Out-of-Bounds Areas. None.

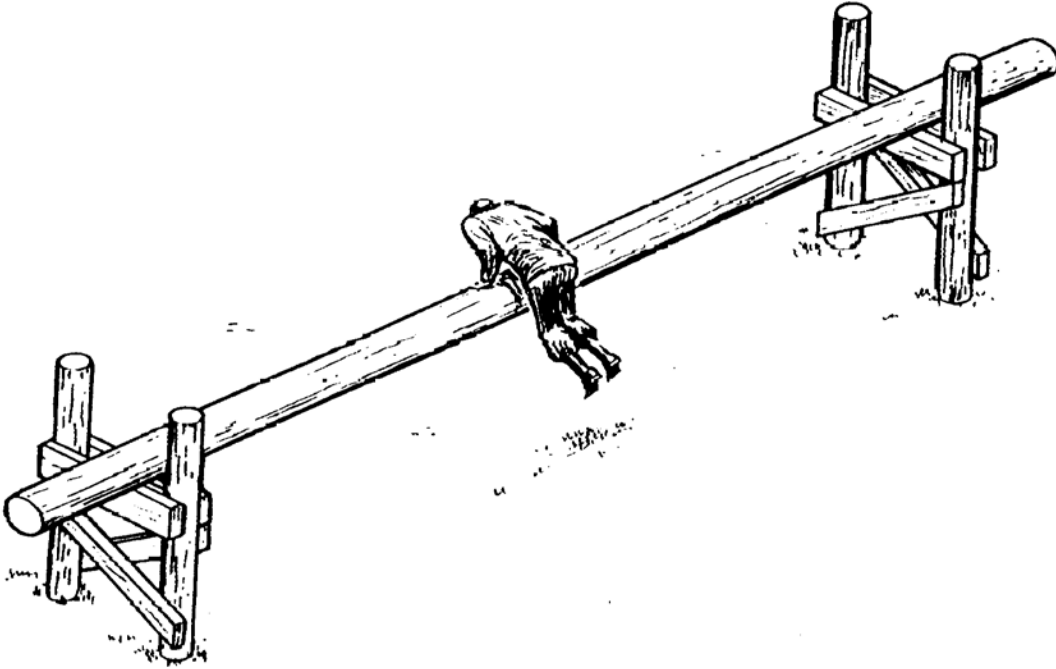
3. Additional Ground Rules. The fire team member must start the obstacle on the yellow painted portion of the first log and step on the yellow painted portion of the final log before going to the next obstacle.

4. Number Allowed on Obstacle. There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.

5. Safety Considerations. This obstacle has a medium safety risk. If the fire team member does not retain balance, a fall to the ground could occur. The logs are at a sufficient height from the ground that a fall could result in an injury. The three logs ARE NOT stationary.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

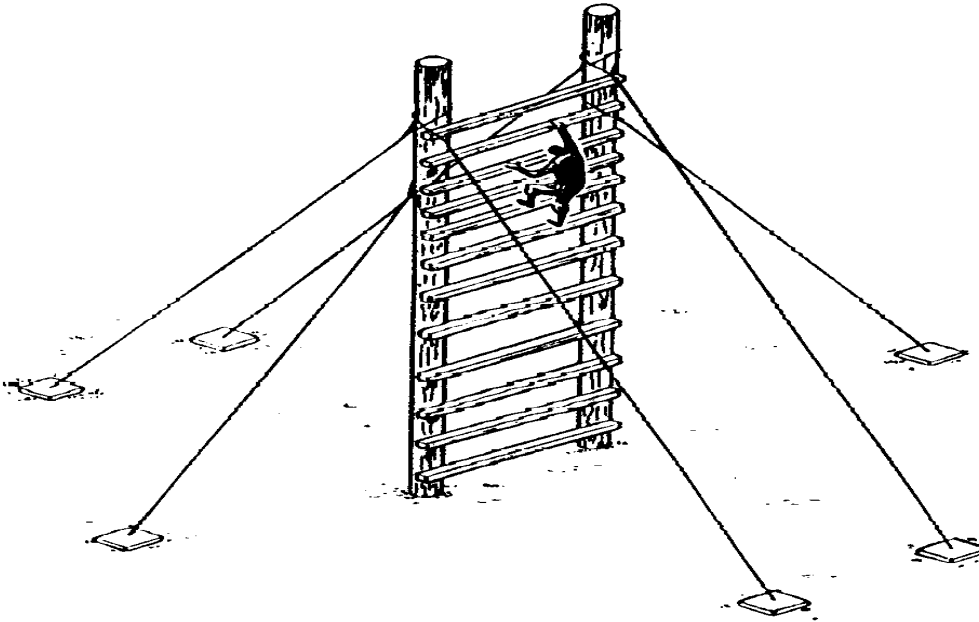
OBSTACLE NO. 7 - THE BELLY BUSTER



- 1. Completing the Obstacle.** The fire team member must vault, jump, or climb over the horizontal log.
- 2. Out-of-Bounds Areas.** The fire team member WILL NOT touch the support braces when negotiating this obstacle.
- 3. Additional Ground Rules.** None.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a medium safety risk. If the fire team member does not gain the necessary height to go over the horizontal log, the fire team member could strike the chest. This log IS NOT stationary.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 8 - CONFIDENCE CLIMB



1. Completing the Obstacle. The fire team members must go up the vertical ladder, over the top rung, and then down the opposite side to the ground feet first. **NOTE:** This obstacle at Lackland AFB has eleven rungs instead of twelve as shown above.

2. Out-of-Bounds Areas. None.

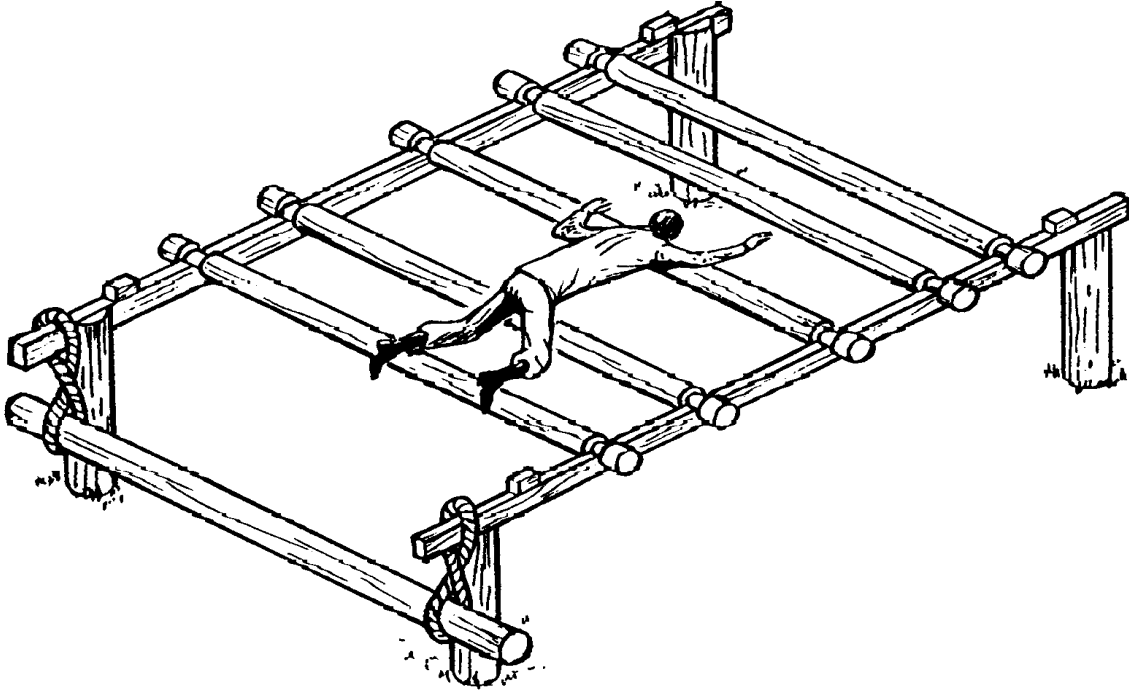
3. Additional Ground Rules. The fire team members must touch the bottom rung of the ladder with a foot after going over the top, while on the way down, before going to the next obstacle. Do not jump off the obstacle and reach back to touch the bottom rung.

4. Number Allowed on Obstacle. No more than two fire team members are allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.

5. Safety Considerations. This obstacle has a high safety risk. The distance from bottom to top is 30 feet. Fire team members must be sure of their grip when negotiating this part of the obstacle. A fall from the vertical ladder could result in a very serious injury. Fire team members should not hesitate to advise the obstacle umpire if they believe they are about to fall off the obstacle or become immobilized. In such situations the obstacle umpire will immediately notify the CCO or ACCO. The fire team on the obstacle and all following fire teams will be stopped and rescheduled to start the obstacle when it has been cleared. Fire teams who have already negotiated the obstacle will continue on the course.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

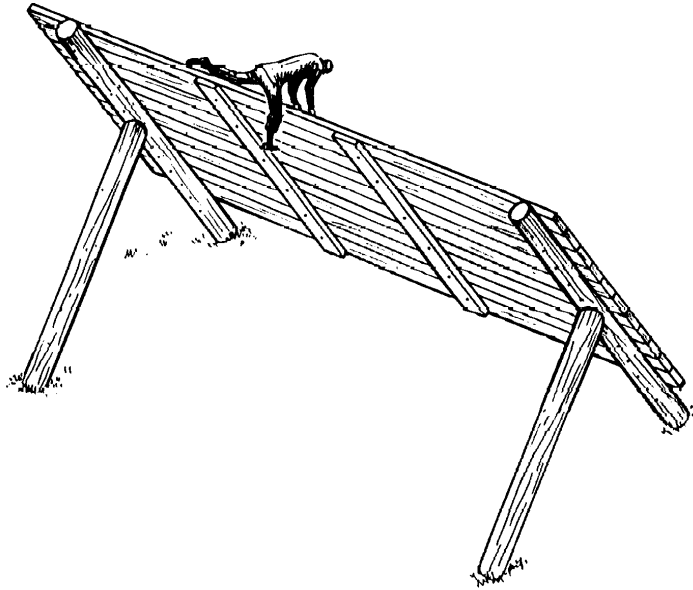
OBSTACLE NO. 9 - BELLY ROBBER



- 1. Completing the Obstacle.** The fire team member must step on the lower log at the entry point of the obstacle and belly crawl over all remaining logs without falling to the ground. Members must negotiate the obstacle on their belly.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** The fire team member must roll the last log (log closest to the two yellow painted blocks) to touch at least one of the two yellow painted blocks at the exit point of the obstacle before dismounting and moving on to the next obstacle.
- 4. Number Allowed on Obstacle.** No more than one fire team member is allowed on the obstacle at the same time. This is so the horizontal logs may be realigned back to their original position for use by the next fire team member.
- 5. Safety Considerations.** This obstacle has a minimum safety risk. If the fire team member fails to reach or crawl to succeeding logs, a fall to the ground could possibly occur.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 10 - INCLINING WALL



1. Completing the Obstacle. The fire team member must approach the underside of the wall, jump up and grasp the top, and pull the body up and over the wall. The fire team member must then slide or jump to the ground.

2. Out-of-Bounds Areas. The fire team member WILL NOT touch the approaching side support braces when negotiating this obstacle.

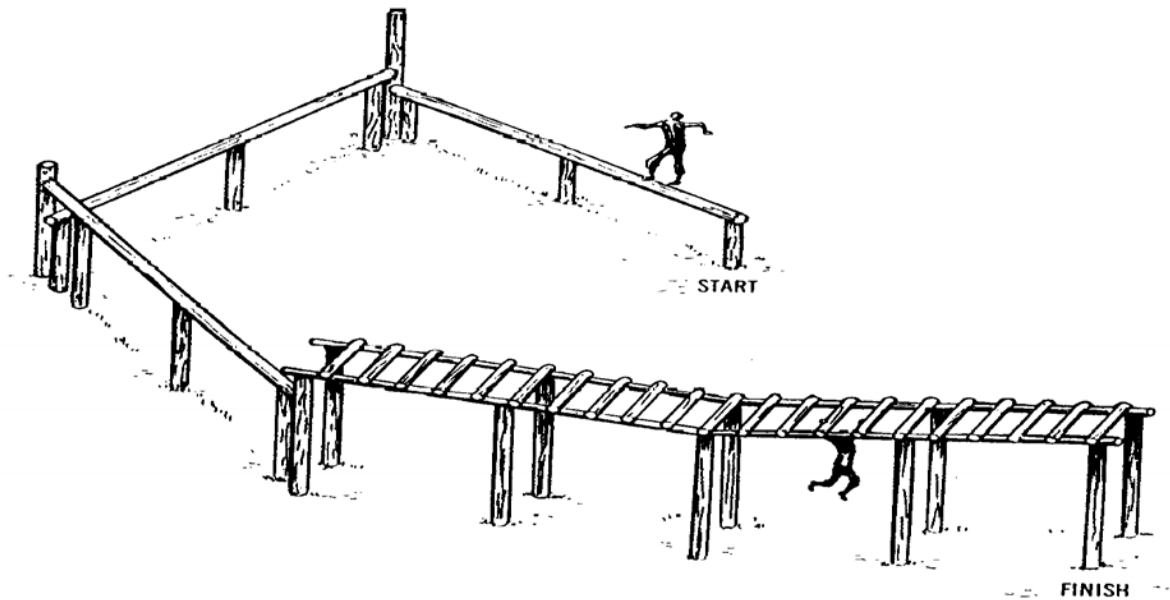
3. Additional Ground Rules. None.

4. Number Allowed on Obstacle. No more than one fire team member is allowed on the obstacle at the same time.

5. Safety Considerations. This obstacle has a minimum safety risk. A fire team member could strike the head when jumping up and grasping the top of the wall.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 11 - THE TARZAN



1. Completing the Obstacle. The fire team member must mount the lower log and walk or run the length of it and each successive higher log until reaching the horizontal ladder without falling to the ground. After mounting the obstacle, hands may not be used to touch the logs. Then, hanging by the hands, the fire team member must negotiate the underside of the ladder to the end without falling to the ground.

2. Out-of-Bounds Areas. None.

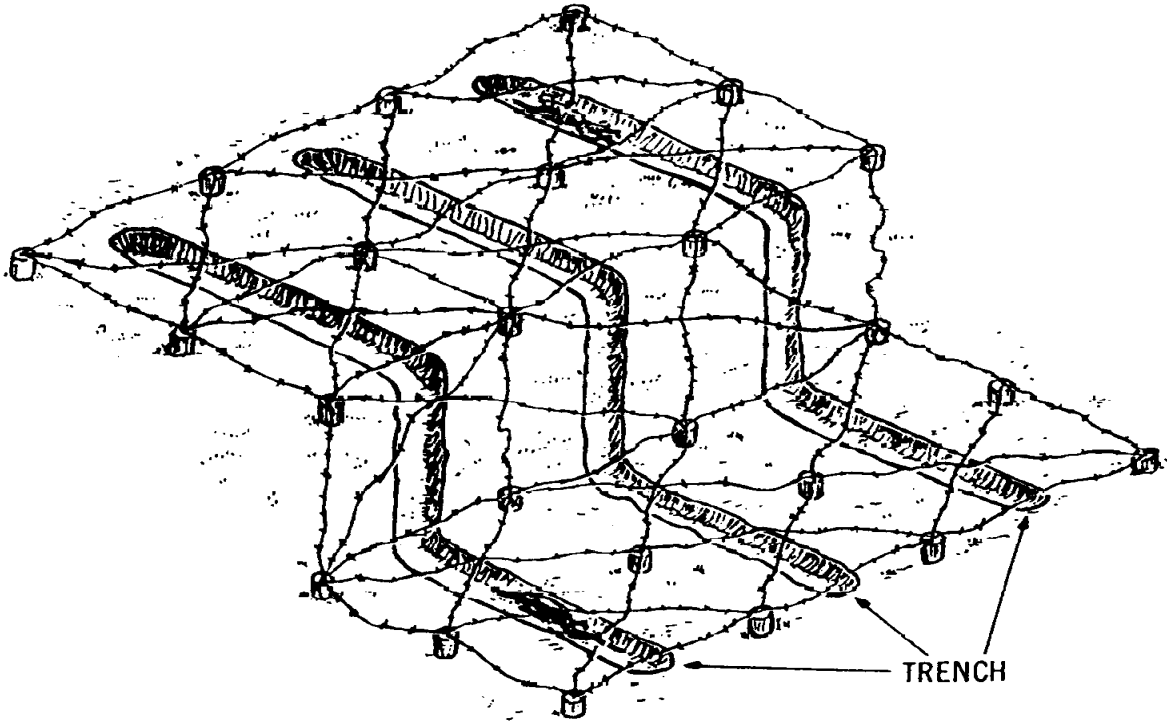
3. Additional Ground Rules. The fire team member must start the obstacle on the yellow painted portion of the first log and touch the last rung of the horizontal ladder before going to the next obstacle. The vertical supports may be used for assistance while negotiating the log section of the obstacle.

4. Number Allowed on Obstacle. There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.

5. Safety Considerations. This obstacle has a medium safety risk. If the fire team member does not keep his or her balance on the logs to the horizontal ladder, an injury could occur when falling to the ground. The rungs of the horizontal ladder are stationary and do not turn with the swing of the fire team member.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

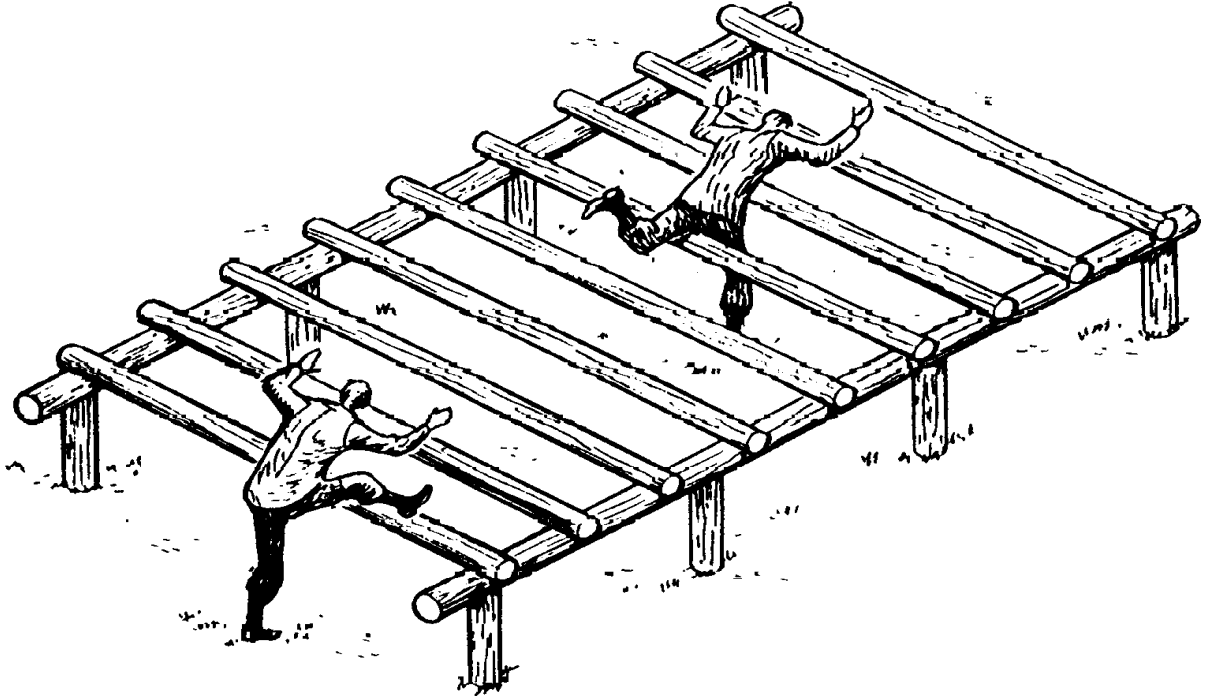
OBSTACLE NO. 12 - THE TRENCH CRAWL



- 1. Completing the Obstacle.** The fire team member must select a trench and crawl in it from start to finish under the barbed wire.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** None.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed in the trenches at the same time. When in the trenches at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a minimum safety risk. If the fire team member does not keep sufficiently low in the trench, the barbed wire will cut the body.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 13 - HIGH STEPOVER



1. Completing the Obstacle. The fire team member must step (not vault) over each log one at a time. At least one foot must touch the ground between each row of logs. Hands may be used to help maintain balance while stepping over logs. **NOTE:** This obstacle at Lackland AFB has eleven logs to negotiate instead of nine as shown above.

2. Out-of-Bounds Areas. None.

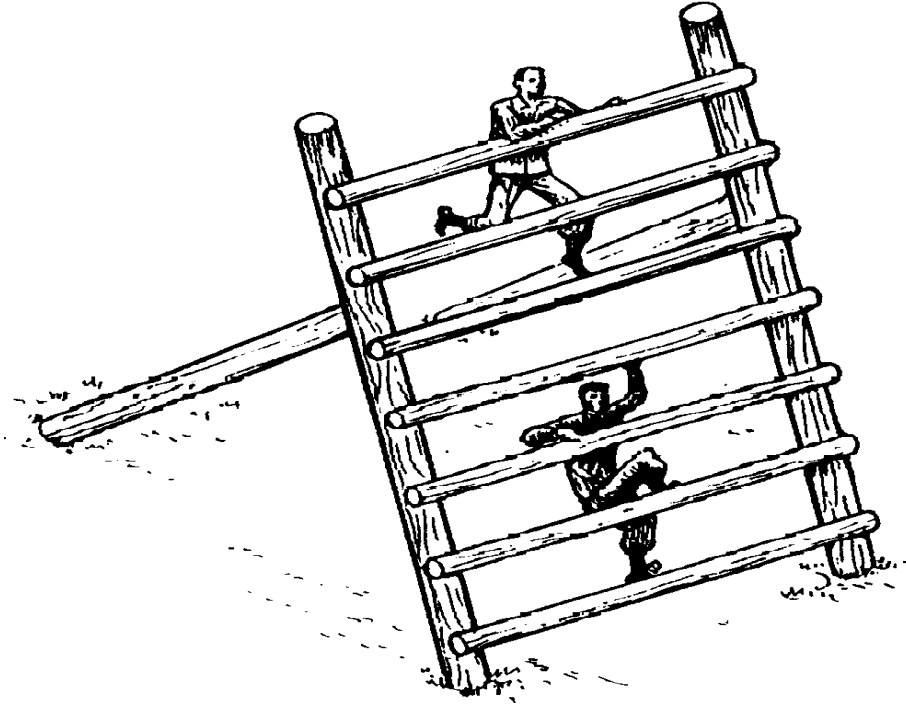
3. Additional Ground Rules. None.

4. Number Allowed on Obstacle. There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.

5. Safety Considerations. This obstacle has a medium safety risk. As the obstacle title suggests, the fire team member must high step over each horizontal log. If the fire team member is not careful, a groin injury may occur.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

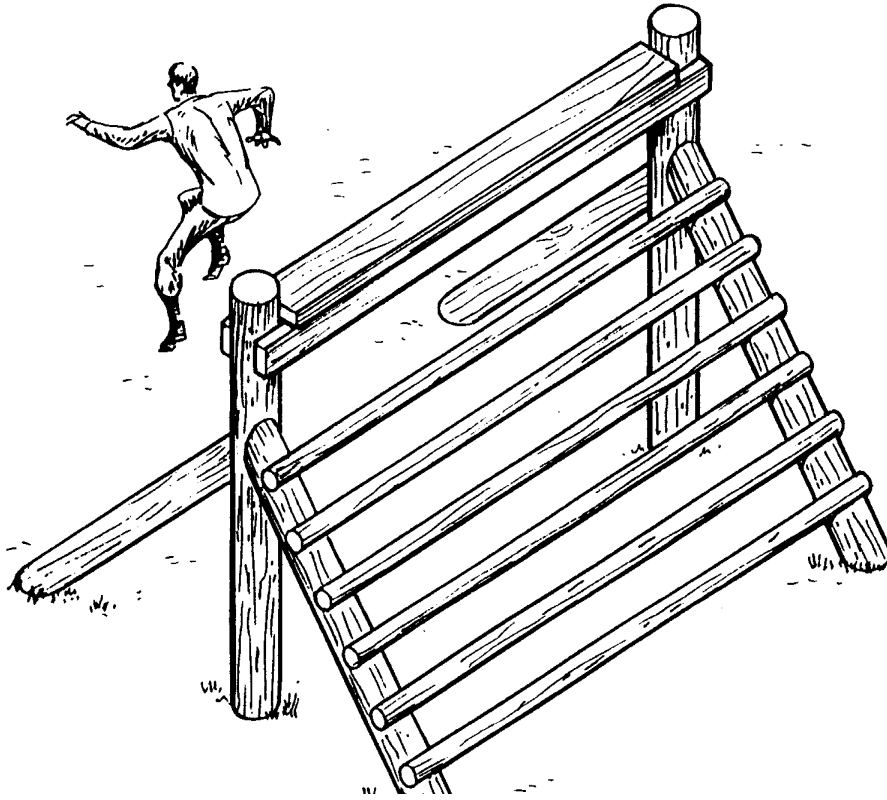
OBSTACLE NO. 14 - REVERSE CLIMB



- 1. Completing the Obstacle.** The fire team member must climb the inclined ladder from the under side, go over the top rung, and then go down the opposite side to the ground.
- 2. Out-of-Bounds Areas.** The fire team member WILL NOT touch the approaching side support braces when negotiating this obstacle.
- 3. Additional Ground Rules.** The fire team member must touch the bottom rung of the inclined ladder with a hand or foot after going over the top, while on the way down, before going to the next obstacle. Do not jump off the obstacle and reach back to touch the bottom rung.
- 4. Number Allowed on Obstacle.** No more than two fire team members are allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a medium safety risk. The fire team member may lose his or her balance or grip on the starting point and fall backward to the ground. Further, when going down the opposite side of the obstacle, the fire team member could slip off a rung, become entangled, and incur a serious injury.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 15 - JUMP AND LAND



1. Completing the Obstacle. The fire team member must go up the topside of the inclined ladder to the top platform and then with both feet on the top platform, jump to the ground. Hands may be used to assist in climbing. **NOTE:** This obstacle at Lackland AFB has five log steps on the ladder instead of the six shown above.

2. Out-of-Bounds Areas. None.

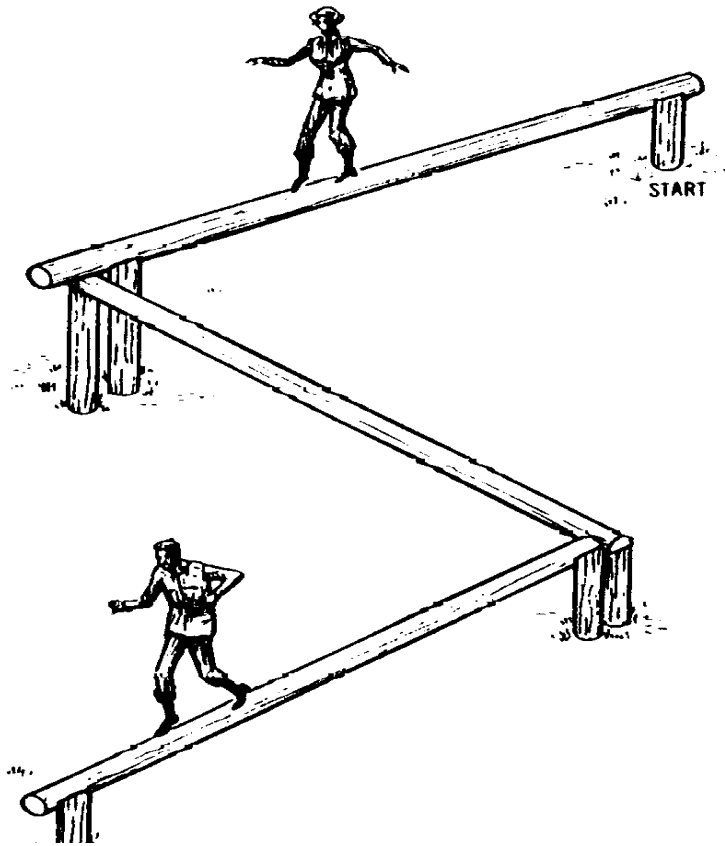
3. Additional Ground Rules. None.

4. Number Allowed on Obstacle. No more than two fire team members are allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.

5. Safety Considerations. This obstacle has a medium safety risk. When the fire team member goes up the ladder, the foot could slip off a rung causing the fire team member to become entangled and incur a serious injury. Further, the fire team member must jump off the top platform to the ground.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 16 - THE WALK ACROSS



1. Completing the Obstacle. The fire team member must walk or run along the three logs without falling to the ground. After mounting the obstacle, hands may not be used to touch the logs.

2. Out-of-Bounds Areas. None.

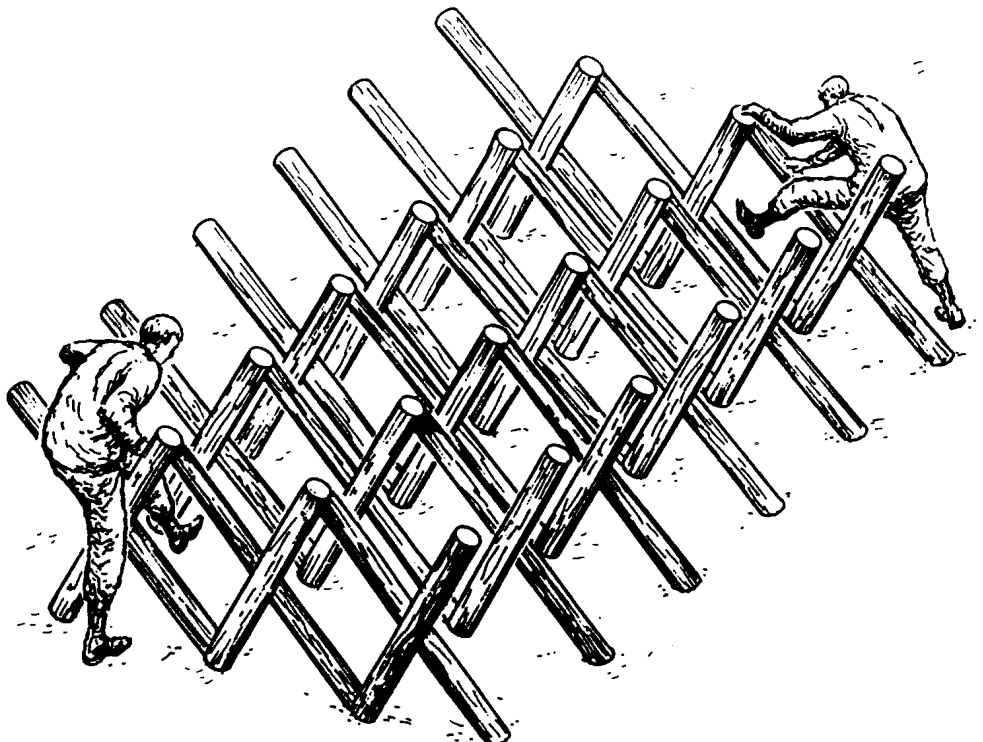
3. Additional Ground Rules. The fire team member must start the obstacle on the yellow painted portion of the first log and step on the yellow painted portion of the final log before going to the next obstacle.

4. Number Allowed on Obstacle. There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.

5. Safety Considerations. This obstacle has a medium safety risk. A loss of balance on the logs or a fall to the ground could possibly result in an injury.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 17 - THE TOUGH NUT



1. Completing the Obstacle. The fire team member must select a row and go over each “X” portion in that row. After starting through a row, do not change rows. Fire team members may use their hands to assist in stepping or vaulting over the obstacle. Although competitors may step on the “Xs” in order to negotiate the obstacle, at least one foot must touch the ground between each row. **NOTE:** This obstacle at Lackland AFB has five lines of X’s instead of the six as shown above.

2. Out-of-Bounds Areas. None.

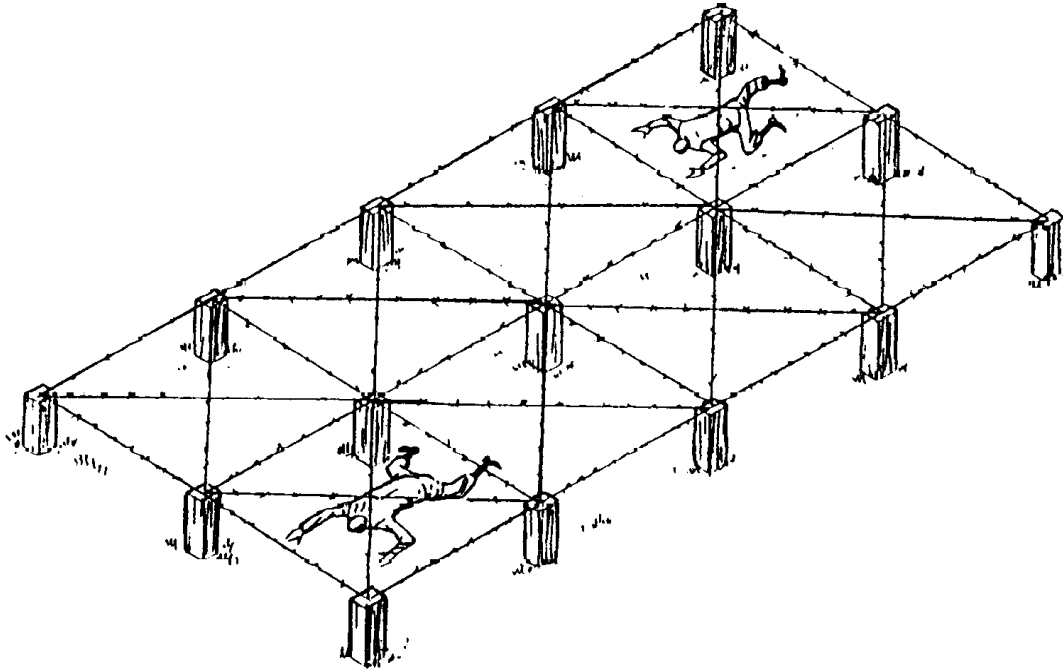
3. Additional Ground Rules. None.

4. Number Allowed on Obstacle. There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.

5. Safety Considerations. This obstacle has a minimum safety risk. If the fire team member does not step high enough over each “X” portion, a groin injury may occur.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

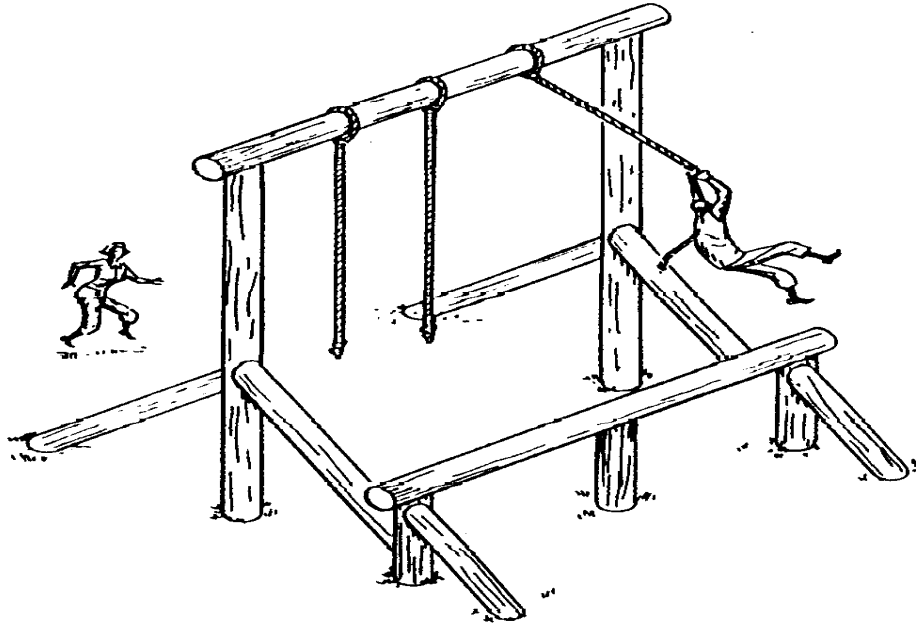
OBSTACLE NO. 18 - BELLY CRAWL



- 1. Completing the Obstacle.** The fire team member must select a lane and move forward belly down from start to finish under the barbed wire in the same lane.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** The fire team member must start and finish at the yellow painted logs for the selected lane.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed in the obstacle at the same time. When in the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a minimum safety risk. If the fire team member does not keep sufficiently low to the ground, the barbed wire may cut the team member.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 19 - SWING, STOP, AND JUMP



1. Completing the Obstacle. The fire team member must grasp a rope, swing the body forward, and land with both feet on top of the log. The fire team member must then jump to the ground. Both hands must be on the rope during the swing portion of negotiating this obstacle.

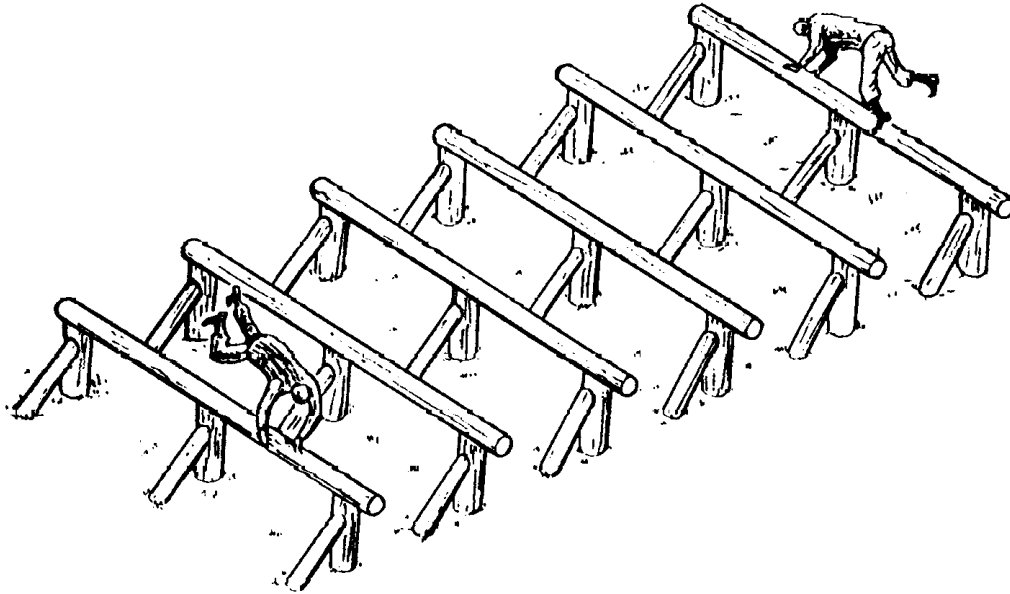
2. Out-of-Bounds Areas. None.

3. Number Allowed on Obstacle. No more than three fire team members are allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.

4. Safety Considerations. The obstacle has a medium safety risk. A fire team member may not gain the necessary momentum when swinging the body to the log. Not enough momentum may result in the shin striking the log, while too much momentum could cause the competitor to overshoot and strike the log on the backward movement. Also, the fire team member could lose his or her grip on the ropes and strike the adjacent support braces.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

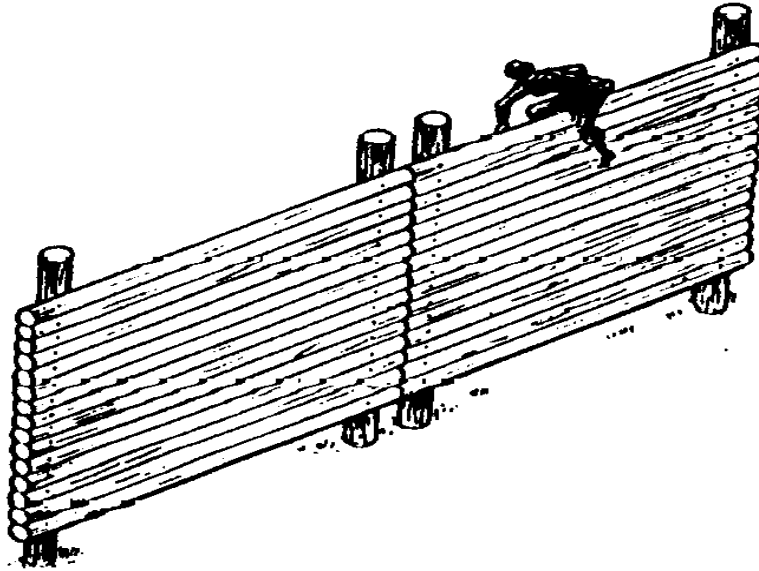
OBSTACLE NO. 20 - SIX VAULTS



- 1. Completing the Obstacle.** The fire team member must vault or roll the belly over each log.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** None.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a minimum safety risk. If the fire team member does not gain sufficient height a groin injury may occur.

DEFENDER CHALLENGE PHYSICAL FITNESS COMPETITION

OBSTACLE NO. 21 - THE VERTICAL WALL



- 1. Completing the Obstacle.** The fire team member must climb the vertical wall, go over the top, and then slide or jump to the ground.
- 2. Out-of-Bounds Areas.** None.
- 3. Additional Ground Rules.** None.
- 4. Number Allowed on Obstacle.** There are no restrictions on the number of fire team members allowed on the obstacle at the same time. When on the obstacle at the same time, fire team members may assist one another.
- 5. Safety Considerations.** This obstacle has a minimum safety risk. The fire team member's foot may slip on the logs when trying to reach the top. This may result in the fire team member falling and striking the head against the wall. Further, the fire team member could receive an injury if not careful when sliding or jumping down the opposite side of the wall.

FINAL RUNNING PORTION.

A short run is the final portion of the competition. The fire team member must run on a designated path to complete the last portion of the competition.

Chapter 6

HANDGUN/SHOTGUN COMPETITION

6-1. Details of the Competition.

a. Designated shooters will fire the M9 handgun and one of the three standard issue 12-gauge shotguns (M870, M1200, M500). Shooters may expect to fire either lethal, non-lethal, or both types of rounds from the shotgun.

b. Shooters will report with their handguns and shotgun to the designated event staging area on the date and time specified in the master event schedule. Handguns will be secured in each squad member's flapped holster. Only one shotgun per team will be used for the course of fire. A spare shotgun will be required in case the primary is rendered inoperable during the course of fire. This will allow subsequent shooters to fire the shotgun portion of the course.

c. Squads should be prepared to fire these weapons from any or all positions as they relate to police services tactical situations.

d. Squads could encounter hostage and/or shoot-no-shoot situations.

6-2. Conducting the Competition.

a. Loaded M9 Magazines will be issued by range officials before each phase. Each phase begins with a loaded magazine in the weapon and the first round chambered. The spare loaded magazine must be in the pouch with the pouch buttoned unless otherwise instructed. Instructions for loading the shotgun will be provided by range officials.

b. Shooters will not move toward the firing line or shooter's box until directed.

c. Shooters will take their positions at the firing points in a way that does not interfere with or assist shooters on either side of them.

d. All phases begin with the M9 weapon holstered and the holster flap secured.

e. The first round fired in each phase will be double action with subsequent rounds single action unless otherwise instructed.

f. For safety reasons, shooters are not permitted to use dropped rounds or magazines after firing commences.

g. A disabled weapon, regardless of cause, or defective ammunition ***are not reasons to re-fire any portion of the course***. If a weapon fails to fire, the shooter is expected to take immediate, safe action to make the weapon operable and continue the

event. If the shotgun malfunctions and is rendered inoperable, subsequent shooters can use the alternate team shotgun.

h. Only shooters and range officials are allowed on/in the area of live fire activity.

6-3. Scoring Procedures.

a. Scoring will be based upon elapsed time plus penalties for each shooter on each phase of fire

a. Penalty time will be assessed for misses on “SHOOT” targets as well as hits on “NO-SHOOT” targets.

b. The team with the lowest collective elapsed time wins the Handgun Event. Additionally, squad handgun scores will be added to Combat Weapon scores to determine the winner of the Coleman Cup.

c. In the event of a tie, a pre-announced tiebreaker will be used to determine the winner.

6-4. Protests. Protests are permitted in accordance with paragraph 1-11.

6-5. Required Equipment.

a. One M9 handgun per shooter and one of the three standard issue 12 Gauge shotguns (Remington M870, Winchester M1200, or Mossberg M500) per team. Both weapons will be used ‘as issued’; no other grips or add-on components are allowed. Magazine adapters/extensions, and sling on the shotgun is optional. A spare shotgun of equal type is also required in case the primary shotgun is rendered inoperable during the event.

b. Standard issue M12 green Bianchi nylon holster with web belt and magazine pouch. The use of thumb break is authorized in accordance with XOF policy letter dated 13 Mar 03.

c. Ammunition. The competition cadre will furnish ammunition and magazines.

d. Ear and eye protection are required for the handgun event. Both will be available if shooters do not bring their own. If using your own eyewear, it must meet or exceed ANSI standard Z 87.1. This is a non-negotiable safety issue.

e. Restrictions. Devices and equipment that facilitate shooting but are not mentioned in this brochure or are contrary to the spirit of the rules, are prohibited. Range officials and/or the CCO will examine each shooter’s equipment and apparel. Squads desiring to use questionable equipment and/or apparel must submit request for approval to HQ AFSFC NLT 30 days before the start of the competition.

6-6. Observer Restrictions.

- a. Squad members and/or representatives are not permitted to observe other squads competing until their squad has completed this event.
- b. Public affairs personnel and the Defender Challenge staff are allowed to talk to squad members and photograph or film at the discretion of the team captain, squad members and CCO.
- c. Observation of this event is unlimited and encouraged. Still photographs and videos are permitted; however, they are unofficial and the rules committee will not use them to assist with resolving protests.
- d. All observers will follow the instructions of the CCO and range officials concerning movement in and around the range area.

Chapter 7

LOGISTICS

7-1. Overview. This chapter provides information on logistics support procedures and requirements. Teams will be briefed on CCC location and provided maps.

7-2. Arrival/Departure.

a. It is the responsibility of each participating MAJCOM or sponsoring organization to arrange travel itineraries for their competitors. Teams may arrive via the San Antonio International Airport or drive to Lackland AFB for the competition. Any other special arrival needs will be addressed upon request. When moving weapons as checked baggage or if shipping as freight (i.e., cargo), refer to paragraph 2-3.

b. All competition weapons will be stored in the IAAFA armory, Bldg 5160 on Camp Bullis. Each team will transport their own weapons from the point of arrival to the IAAFA armory. Teams will provide armed escort for the weapons in transit IAW AFI 31-101. Guard weapons and ammo will be stored in the IAAFA armory.

c. When departing, if teams desire to pack and ship weapons via the Lackland Traffic Management Office, Team captains should contact Mr. Verrill at DSN 473-3728 as soon as possible. HQ AFSFC logistics staff will assist with courtesy storage or transportation when requested.

d. To facilitate emergency contacts and messaging, team captains will provide a correct billeting list for their team and officially sponsored guests to the Competition Control Center (CCC) NLT 1800, 22 Oct 04. The CCC is located in the HQ AFSFC conference room, Building 954 at Lackland AFB.

7-3. Weapons

a. All weapons used during Defender Challenge must be serviceable. Prior to weapons being transported to San Antonio for the competition, a Combat Arms (CA) representative will perform a complete serviceability inspection, to include full gauging, on all weapons and accessories. **This inspection can take place no earlier than 11 Oct 2004.** Host MAJCOMs are responsible for conducting this inspection for DOE and allied teams.

(1) Team captains must bring a letter signed by the CA representative that conducted the weapons inspections. The letter must include the statement, “all weapons listed below have been inspected, gauged and are serviceable”.

(2) The letter must contain a serialized list of all weapons brought to the competition and be given to the Defender Challenge armorers when weapons are turned in for storage.

b. Teams must not pack hazardous materials, including cleaning solvents, oily rags, etc., in weapons crates to be shipped. Remove all such unauthorized materials prior to shipment.

7-4. Rental Cars.

a. Rental vehicle reservations must be made by each participating MAJCOM or sponsoring organization. HQ AFSFC will assist overseas and allied service teams upon written request. Such requests must be received NLT 30 days before the start of the competition. Rental car turn-in will be the responsibility of each team.

b. Rental vehicles can be refueled at any off-base authorized commercial service station. Off-base fuel purchases are reimbursable and should be claimed on travel orders.

7-5. Nonavailability of Meals. Due to the unique competition requirements, competitors may not have access to base dining facilities for three meals per day. The new proportional per diem rate will be prescribed on TDY orders.

7-6. Servicing Travel Agents. Alamo Travel, a small business enterprise, serves Lackland AFB. Visitors to the base will need to contact their airline directly or go through their travel agency to make itinerary changes. (www.alamotravel.com)

Chapter 8

MASTER LIST OF AWARDS

8-1. General. The competition recognizes excellence in team and individual skills.

8-2. Team Event Trophies and Medals. Team recognition will be as follows:

a. Defender Challenge Champion. First place team receives a “traveling” trophy that must be returned prior to next year’s competition. First, second and third place teams receive medals for all team members, including the alternate. Scores derived from total scores of Sadler Cup, Coleman Cup and Fitness Challenge.

b. Sadler Cup. First place team receives the Sadler Cup; a “traveling” trophy that must be returned prior to next year’s competition. First, second and third place teams receive medals for all team members, including the alternate.

c. Coleman Cup. First place team receives the Coleman Cup; a “traveling” trophy that must be returned prior to next year’s competition. First, second and third place teams receive medals for all team members, including the alternate. The scores used for the award of the Coleman Cup are derived from the teams’ performance in all weapons events.

d. Fitness Challenge. First place team receives the Capt Cheng Memorial (traveling) Trophy that must be returned prior to next year’s competition. First, second and third place teams receive medals for participating team members.

8-3. Individual Medals.

a. M4 Rifleman (M4 with M68 CCO). First, second and third place individuals will receive a medal. Scores are extracted from the Combat Weapons Event.

b. M249 Automatic Rifleman. First, second and third place individuals will receive a medal. Scores are extracted from the Combat Weapons Event.

c. M240B Machine gunner. First, second and third place machine gun teams will receive a medal. Scores are extracted from the Combat Weapons Event. Both the primary and assistant gunners will receive medals.

d. CPE Sharpshooter. First, second and third place teams will receive a medal. Scores are extracted from the Combat Weapons Event. Both shooters will receive medals.

e. Chief's Challenge. First, second and third place individuals will receive a medal.

f. Handgun. First, second and third place individuals will receive a medal. Shotgun scores are included to determine handgun winners.

8-4. Special Awards

a. Chief of Staff's Ultimate Warrior. This award is presented to the single outstanding overall competitor. The award is primarily performance based. The winner will receive a leather jacket, compliments of the Fort Worth Air Power Council and a distinctive medal presented by the CSAF.

b. Chief Master Sergeant of the Air Force Award. This award is sponsored by the Air Force Sergeant's Association and is presented to the outstanding enlisted competitor. This is a subjective award based on inputs from the CCOs. It is usually a plaque.

c. Commandant-General's Award. This award is sponsored by the Royal Air Force Regiment and is presented to the USAF Security Forces Officer or NCO demonstrating outstanding leadership throughout the competition. This is a subjective award, the winner of which is determined by RAF-R personnel. It is usually a plaque.

d. NCOA Spirit Award. This award is sponsored by the Noncommissioned Officer's Association and presented to the team demonstrating the most enthusiasm and esprit de corps. The award winner is determined by vote of all teams competing. It is usually a plaque.

8-5. Presentation of Trophies, Plaques, and Awards. All trophies, plaques and awards are presented at the closing ceremony following the competition.

PROTEST FORM (Attachment 1)

PLEASE PRINT CLEARLY.

(Items in *italics* on 2nd and 3rd page are filled out by Defender Challenge staff personnel)

1. EVENT: _____

2. TEAM / COMMAND:

3. TEAM MEMBER(S) INVOLVED (rank/name):

4. NATURE OF PROTEST:

(NOTE: The following incidents are generally not protestable: no adverse impact on scores; no unfair advantage; weather; weapons safety violations; physical fitness obstacle umpire judgment; Sadler Cup MILES, radio, and/or weapons malfunctions; controller administrative kills and controller administrative penalty point assessments.)

5. DETAILS OF PROTEST: _____

This image shows a single sheet of white paper with horizontal blue or grey ruling lines. The lines are evenly spaced and run across the width of the page. There are approximately 20 lines visible. The paper appears to be a standard notebook page or a sheet of stationery.

(Continue on reverse if necessary.)

6. REFERENCES: _____

7. ACTION REQUESTED: _____

8. TEAM CAPTAIN (rank/name): _____

a. Team Captain Phone # or other means of contact: _____

b. Team Captain Billeting Location(s): _____

c. TIME/DATE: _____ / _____

SIGNATURE: _____

Team Captain
Defender Challenge

(COMPLETED BY DEFENDER CHALLENGE STAFF.)

9. **COMPETITION CONTROL OFFICER** (CCO/ACCO receiving protest): _____
(NOTE: Protest must be filed with CCO/ACCO.)

a. CCO/ACCO Phone #: _____

b. CCO/ACCO radio call sign and/or beeper #: _____

c. DEFENDER CHALLENGE OFFICIAL(S) INVOLVED (rank/name):

d. CCO RECOMMENDATION: _____

Local time/date: _____ / _____

SIGNATURE: _____

Competition Control Officer
Defender Challenge

10. COMPETITION DIRECTOR RECOMMENDATION: _____

Local time/date: _____ / _____

SIGNATURE: _____

*Competition Director
Defender Challenge*

11. RULES COMMITTEE ACTION:

a. _____ Protest Approved. _____ Protest Not Approved.

b. Corrective Action(s): _____

c. Comments: _____

Local time/date: _____ / _____

SIGNATURE: _____

*Chairman, Rules Committee
Defender Challenge*